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Masters of
Teras Käsi

PlayStation

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STARRING LARA CROFT

Nintendo 64

Castlevania 64

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Road Rash 3D
First Look!

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issue 112

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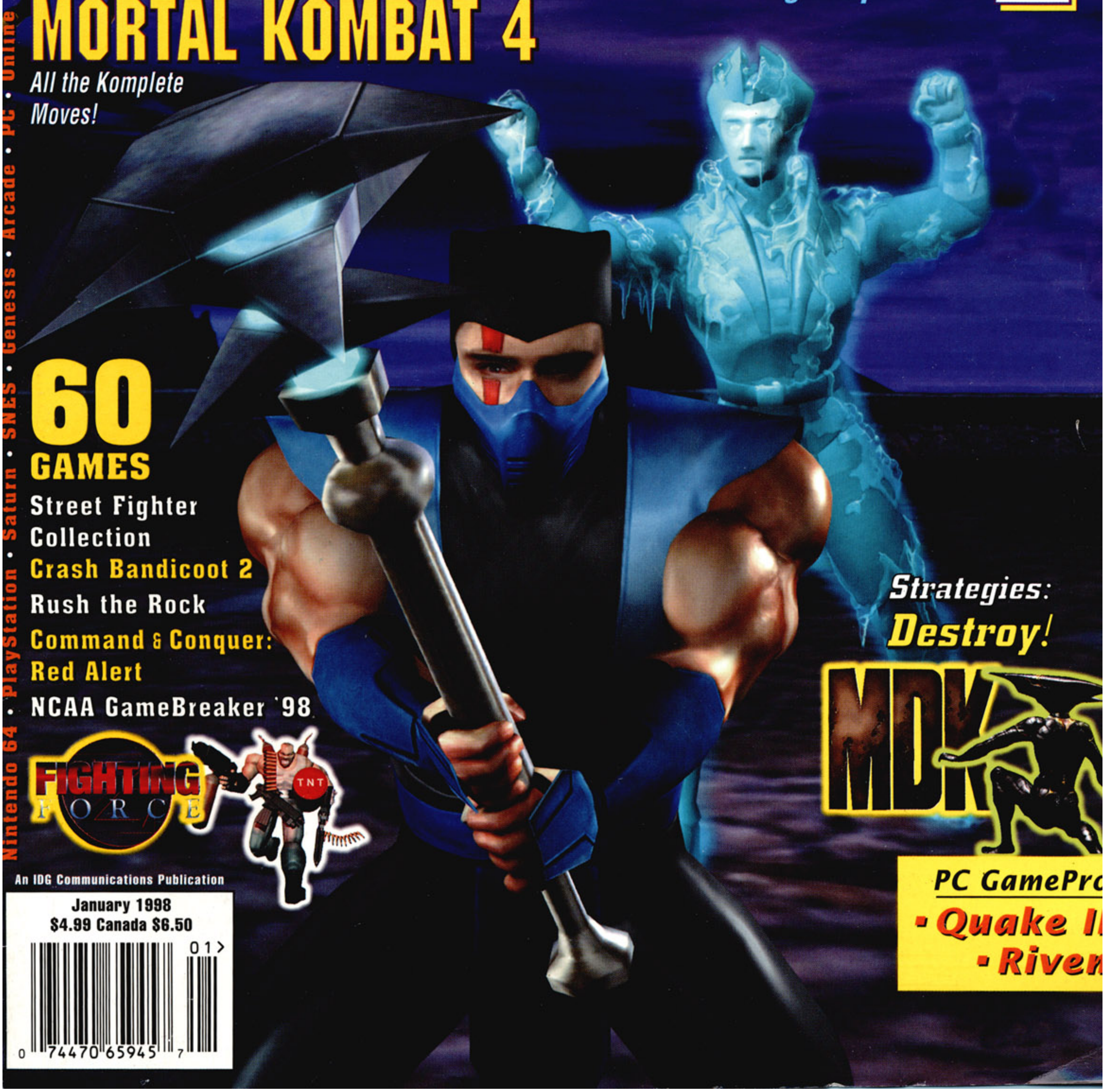

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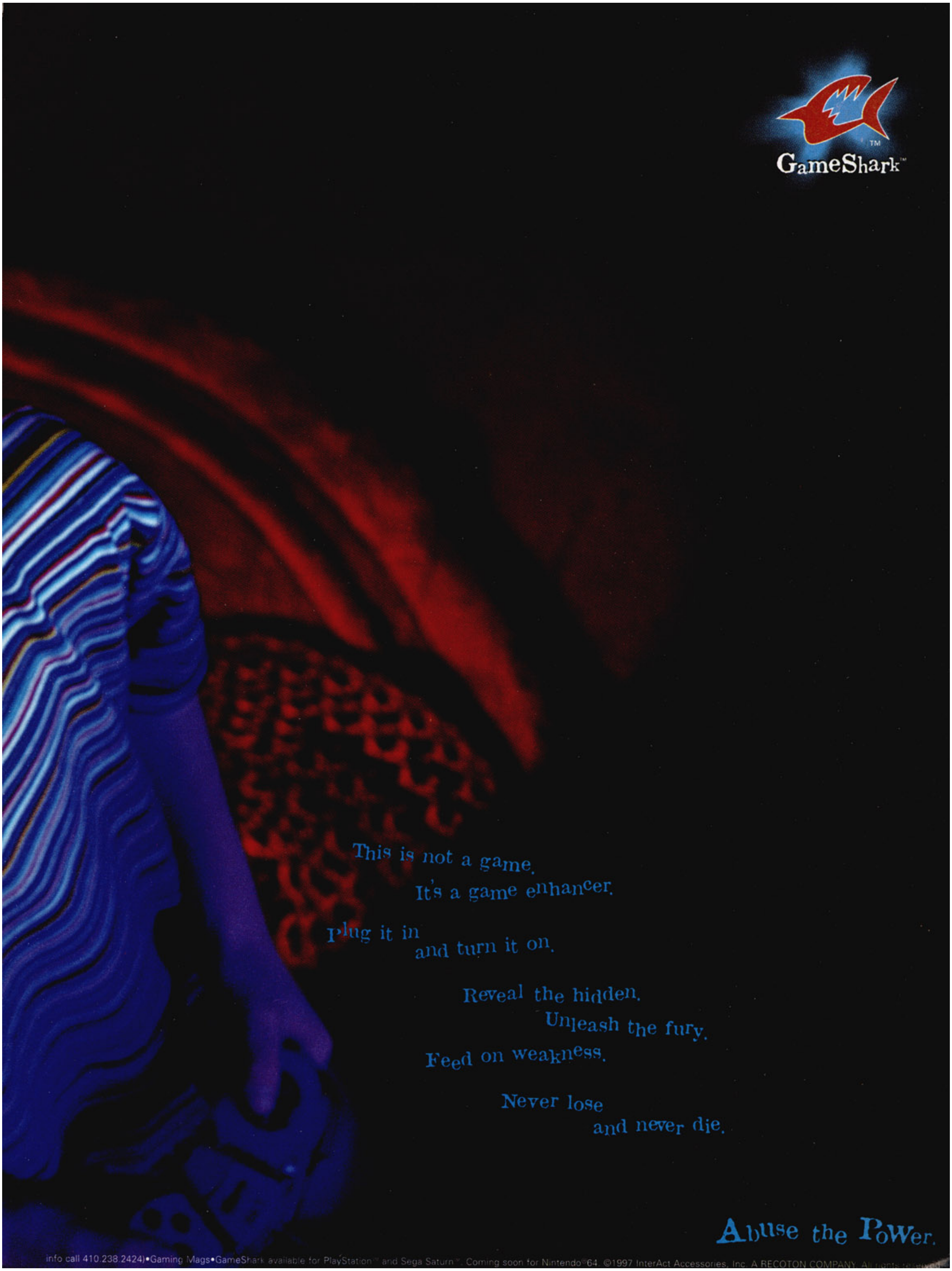
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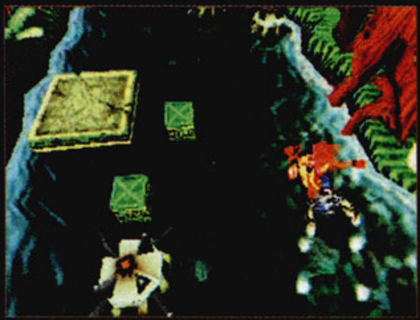

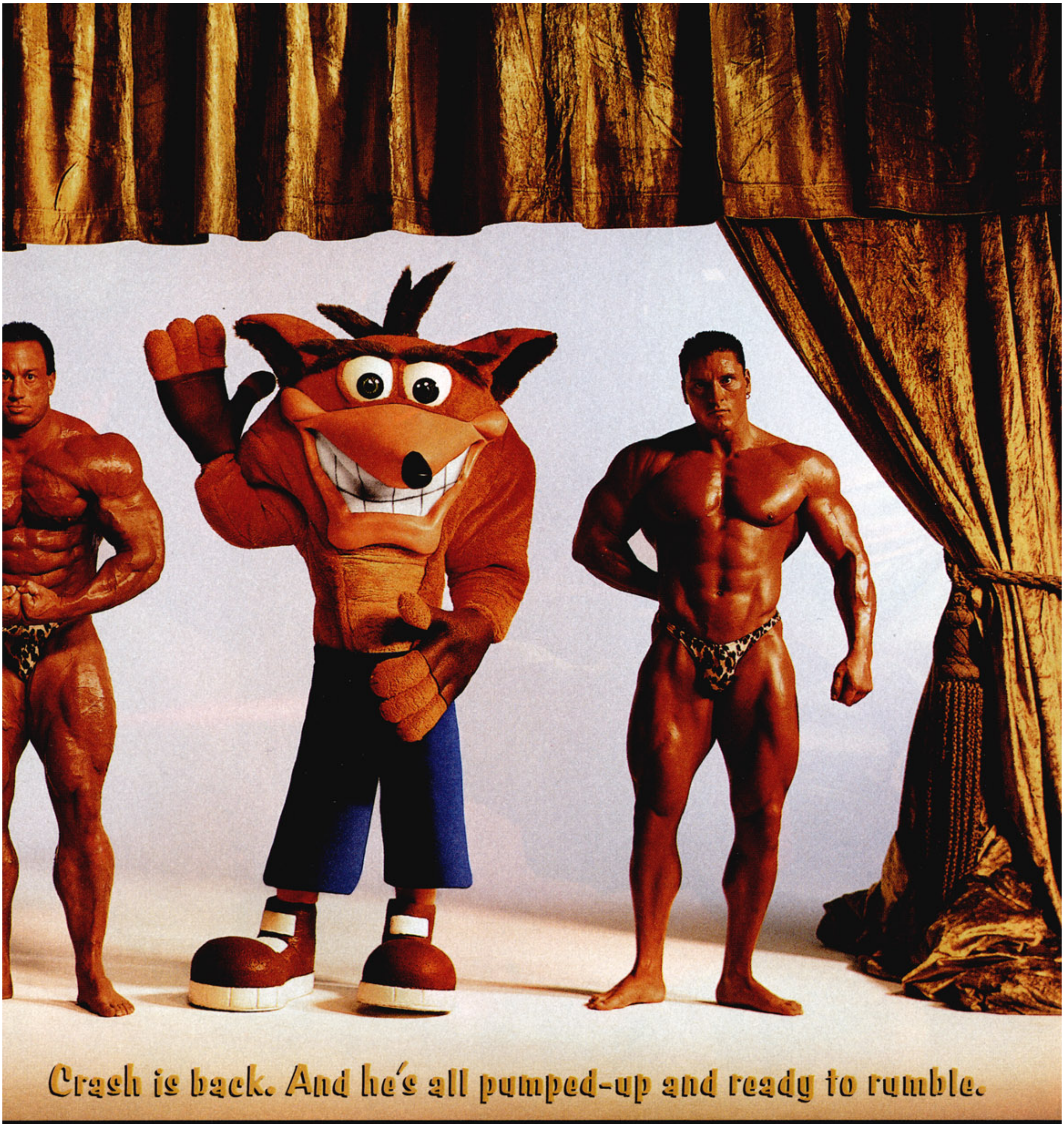
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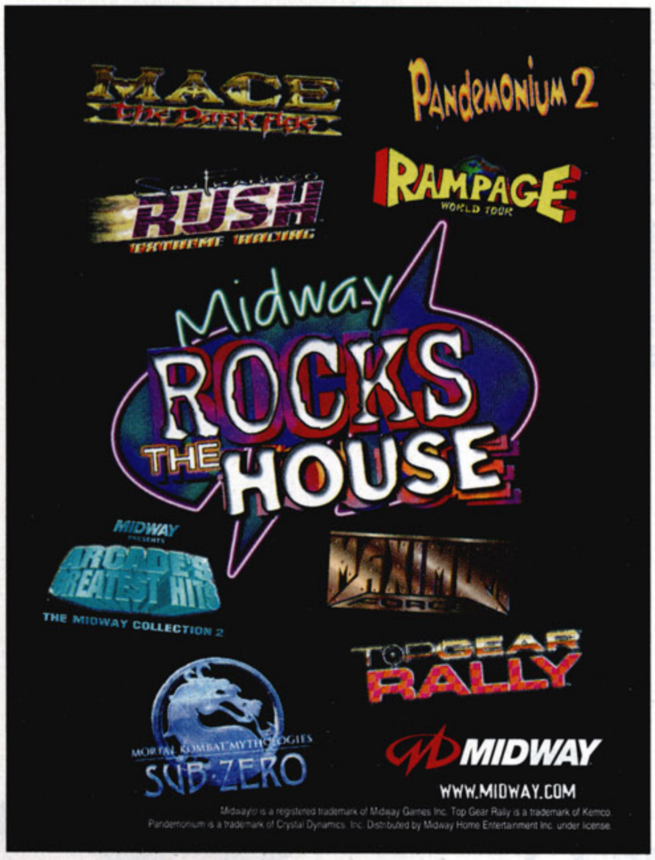

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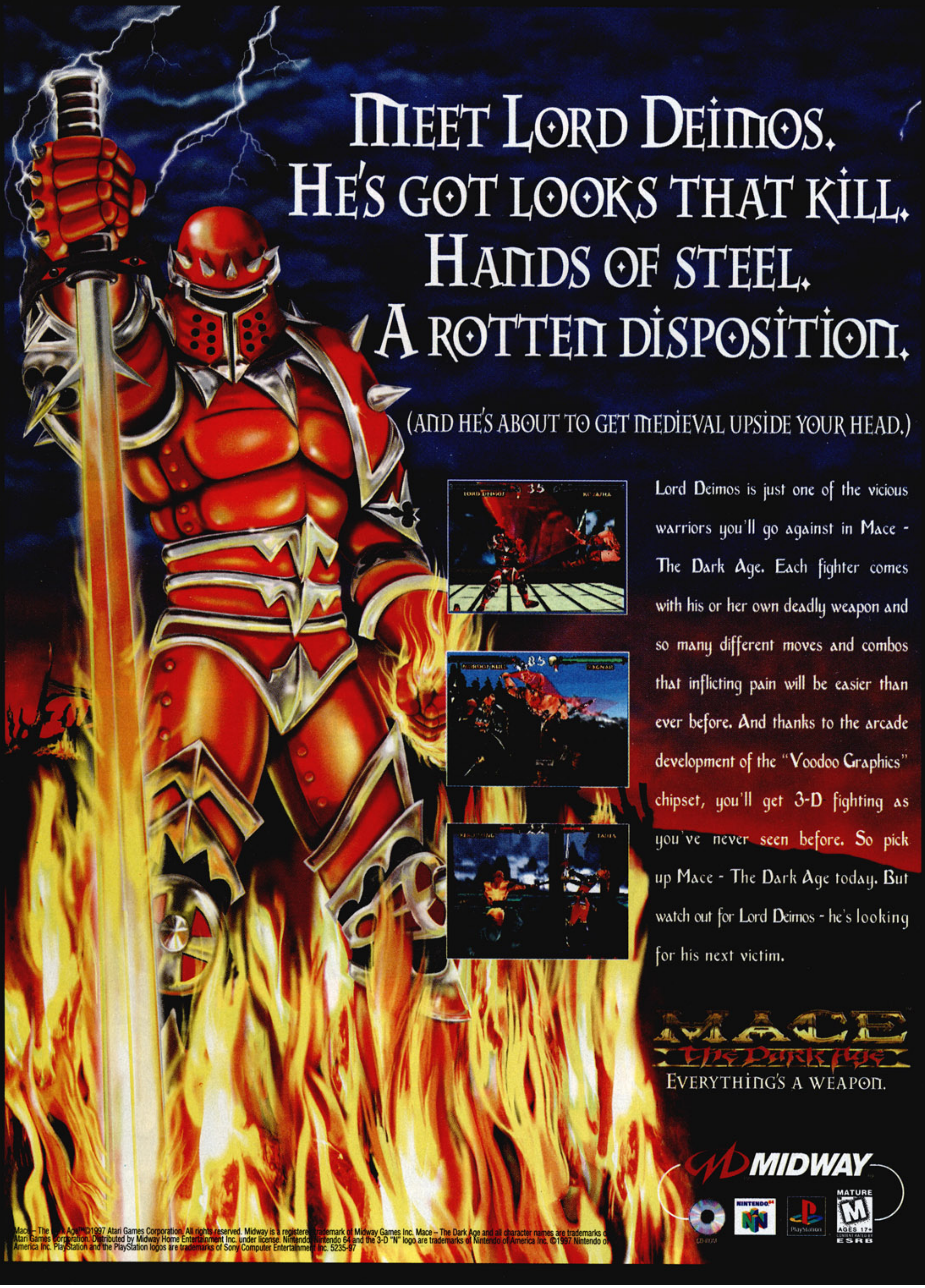
Volume 10, #1; January Issue; **GAMEPRO®** (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Communications, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional postage. Canadian GST# 131 304 347.



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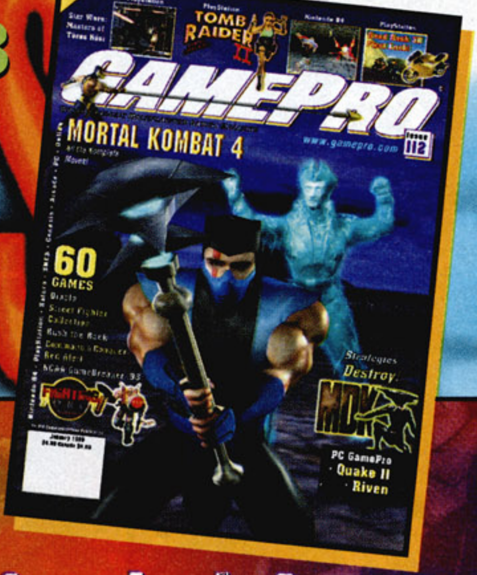
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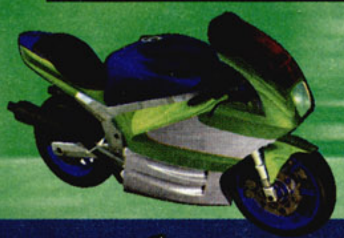

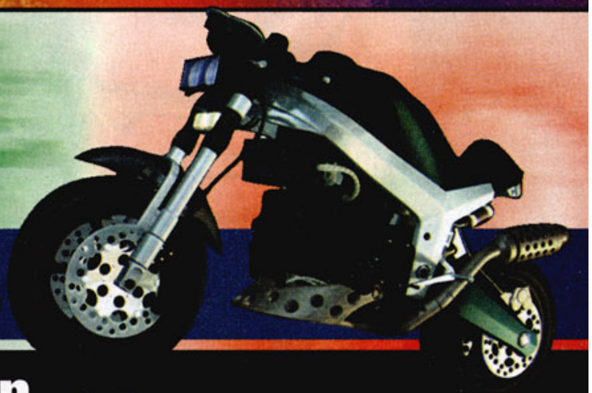

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MDK
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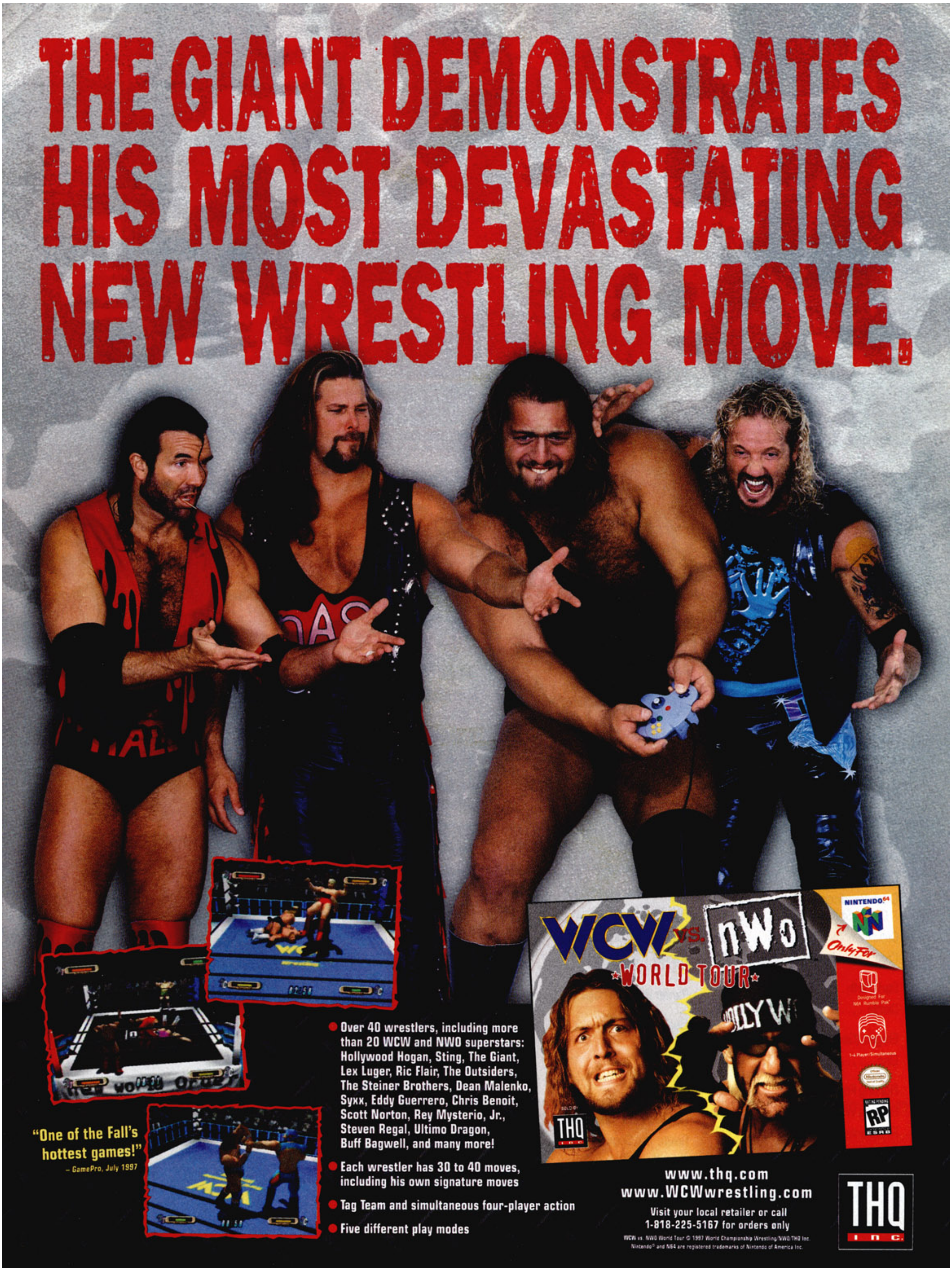
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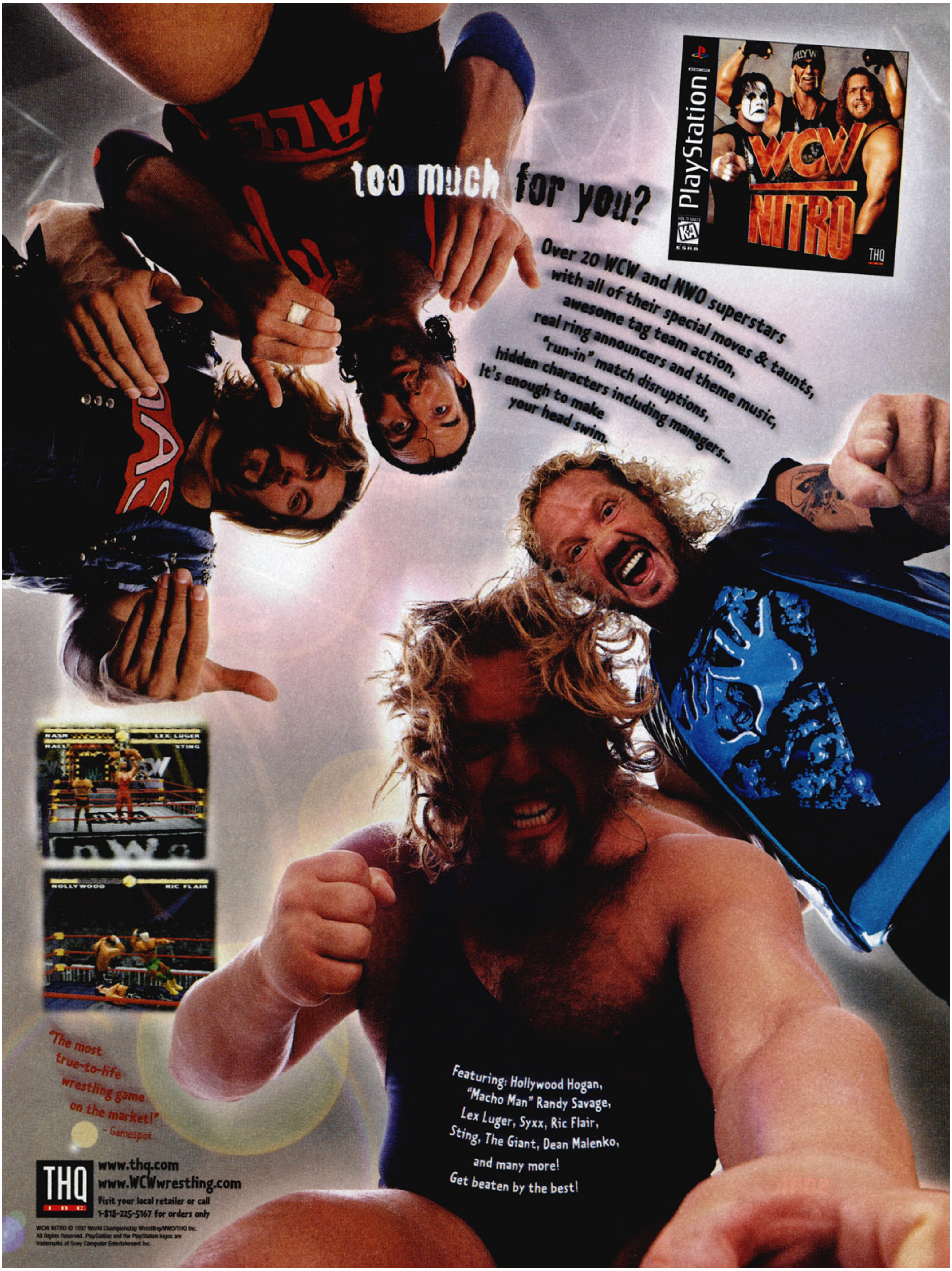
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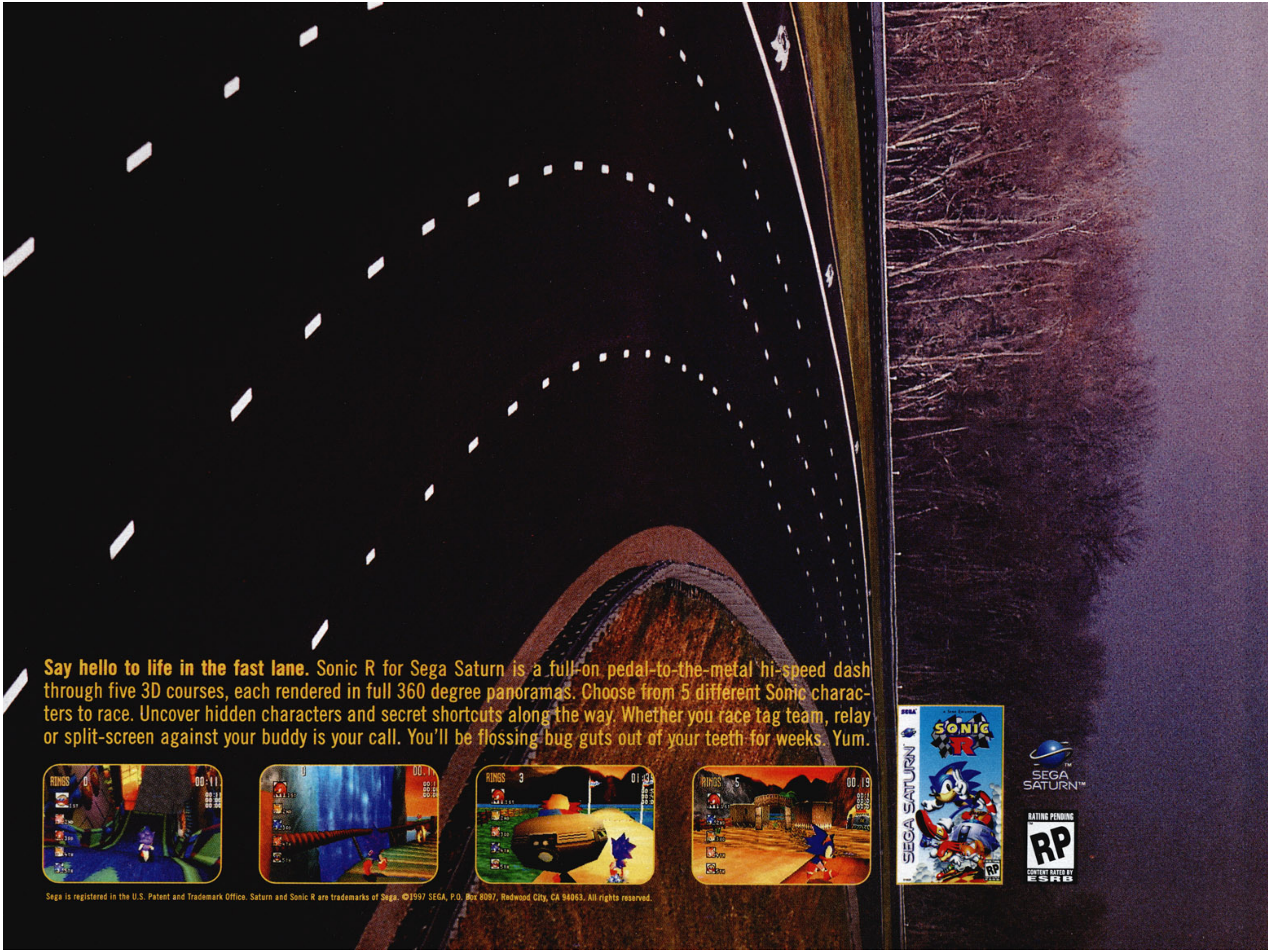
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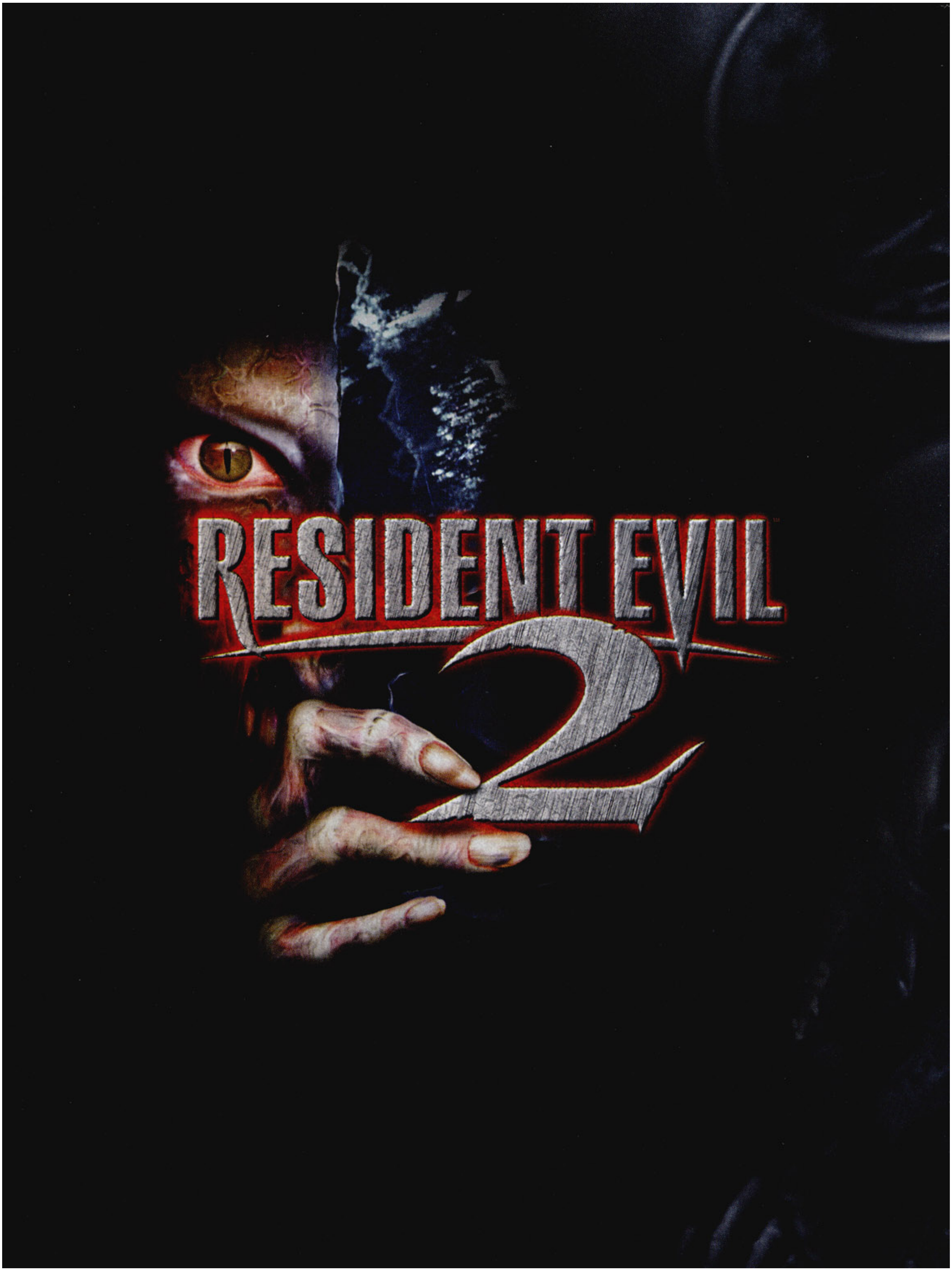
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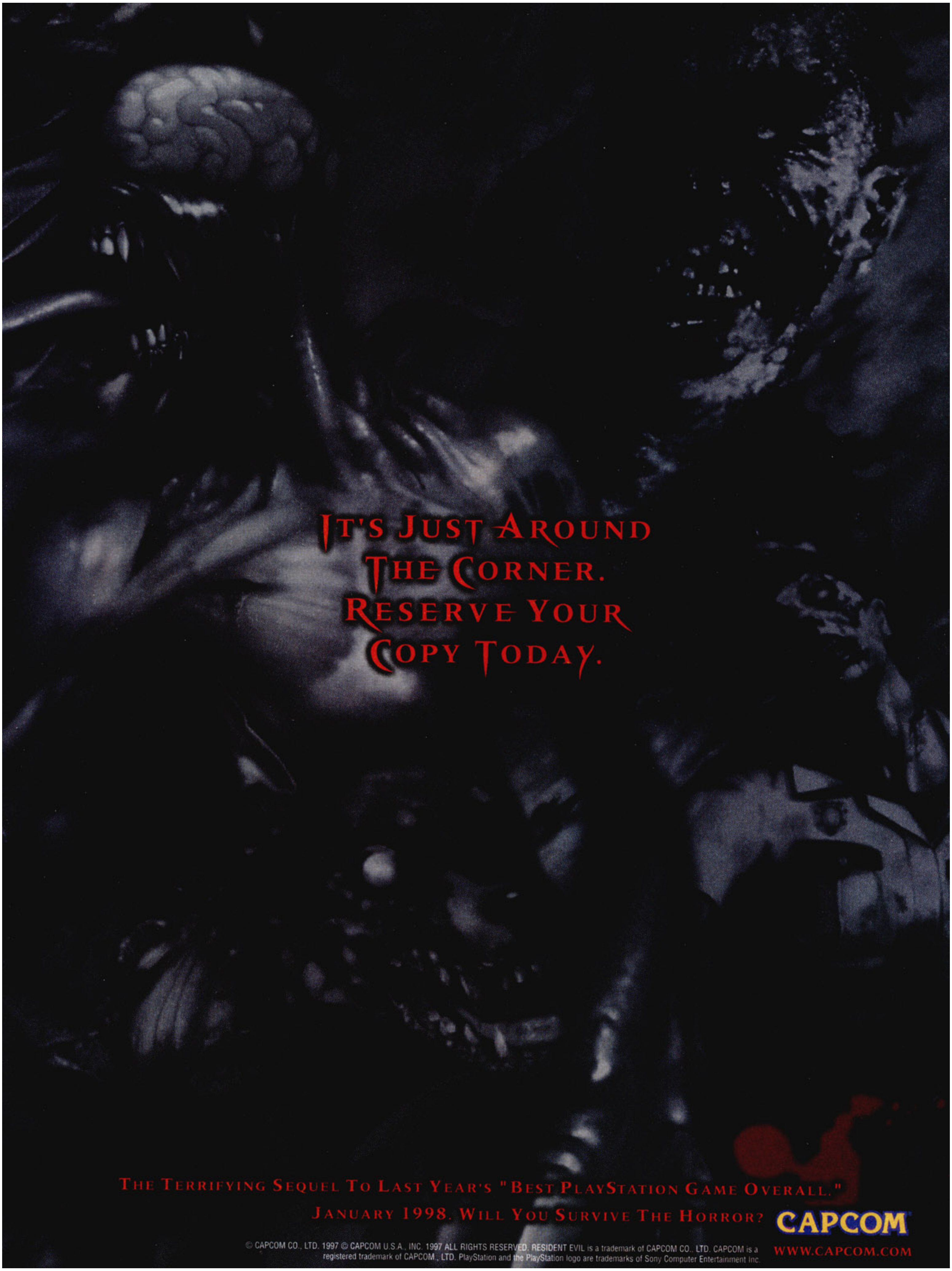
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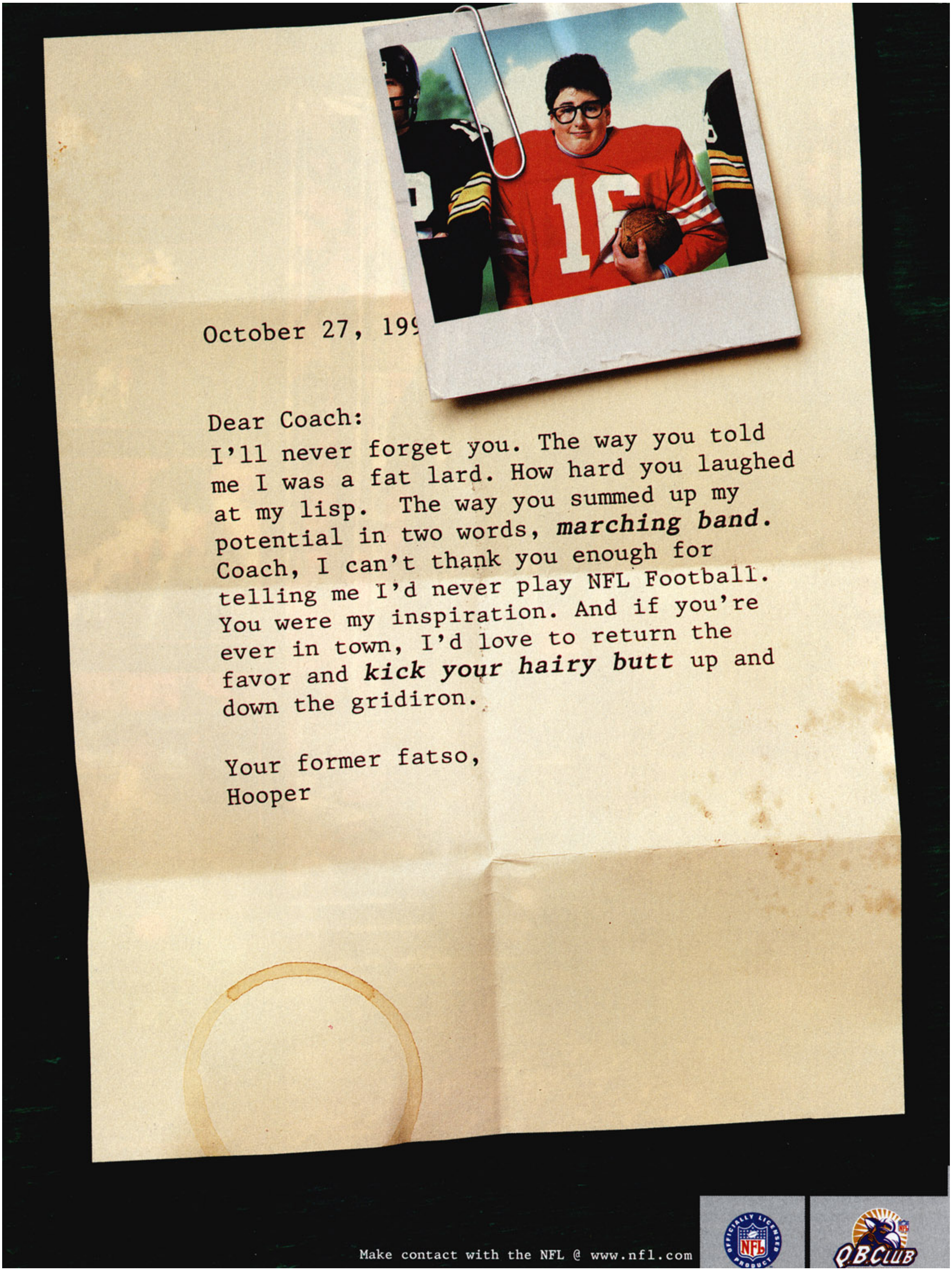

October 27, 199

Dear Coach:
I'll never forget you. The way you told me I was a fat lard. How hard you laughed at my lisp. The way you summed up my potential in two words, ***marching band.*** Coach, I can't thank you enough for telling me I'd never play NFL Football. You were my inspiration. And if you're ever in town, I'd love to return the favor and ***kick your hairy butt*** up and down the gridiron.

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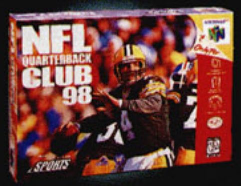

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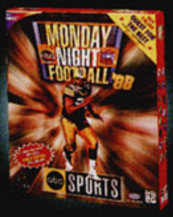

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

If this is issue 112, then it's either Merry Christmas or Happy New Year! About this time of year everyone starts casting predictions around, so here's a no-brainer to get the ball rolling: 1998 will be one of the best years for GamePros...ever! That's because absolutely awesome games will raise the bar on the standard of quality just as key hardware begins to push the evolution of game technology. Just check out some of the tough stuff in this issue of *GamePro.*

Mortal Kombat 4 may be the latest revamp of the hot fighting game series, but it's also a showcase for Midway's new Zeus arcade system which should power up some great 3D coin-ops this year.

Saturn loyalists like Chris Hamilton (see his letter to the right) can finally expect to see solid games like Quake, Street Fighter Collection, and Panzer Dragoon Saga; but the worst-kept secret in video games is Sega's campaign to build a new system. Depending on your attitude, you can probably slam or high-five the official announcement on this one by spring.

On the other hand, the best-kept secret in video games is Sony's new game system; but don't be surprised if revelations about new PlayStation hardware begin seeping through cracks in the Area 51 that is Sony Computer Entertainment this year. (And by the way, Hardware HQ, faithful gamers like Adam Mercer [see his request to the right] deserve to be rewarded for keeping their flames lit and your...err, assets in the hunt. The company that builds a downwardly compatible video game system this next time around gets declared the winner—no contest.)

1998 WILL BE ONE OF THE BEST YEARS FOR GAMEPROS

But until Sony feels like sharing, PlayStation gamers like Herman Martinez (check out his questions on the next page) are right to be excited about the cool stuff ramping up for '98 (like Resident Evil 2) as PlayStation games really start sliding into a groove with excellent discs like Tomb Raider II, Fighting Force, Crash Bandicoot 2, and Breath of Fire III. And it's great to see PSX games like Stunt RC Copter and Road Rash 3D pushing the envelope by trying to go where no disc has gone before.

Nintendo 64 gamers? Yeah, they can talk some smack, too. The capabilities of the 64DD won't be 100 percent clear until playable games are available, but 1998 is the year it debuts—and it sounds tough! With games like Castlevania 64 and The Legend of Zelda 64 ramping up for 1998, you can wait as long as it takes for a disc drive.

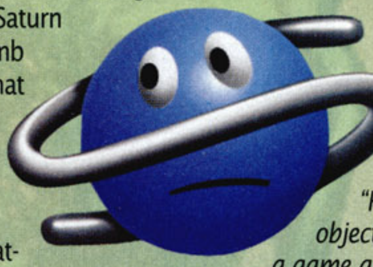
Hey, even Clinton Rawls (see his letter on the next page) is excited about gaming in 1998...and he owns a Jaguar! It's time to fire up your systems and hit Start on the New Year.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA

GAMEPRO READERS SPEAK OUT

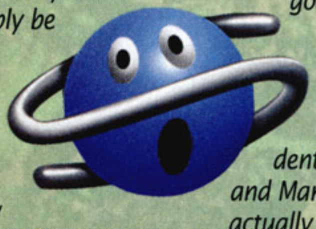
A SATURN FOR THE WORSE

Please help! I am a Sega Saturn owner, and I'm deeply concerned about the future of my game system. With recent disputes between Sega and other third-party companies like 3Dfx, I'm beginning to think Sega is going to bail on the Saturn and focus only on some new system now in the making. Also, games being released for the PlayStation aren't crossing over to the Saturn (such as Tomb Raider II). That foretells a dark future. So please help me! Is the Saturn going to die or am I just being paranoid?



Adam Mercer, Paradise, TX

*Both. At some point it's inevitable that the Saturn is going to die, and you're just being paranoid. In two years you'll probably be saying sayonara to both the Saturn and the PlayStation. New video game technology is inevitable; it's just that Sega can't keep a secret like Sony can (see "ProNews," September '97 and December '97). Just pray—*no, demand*—that new systems are downwardly compatible so you can save your investment in Saturn games. Sega's problems with third-party developers and the low number of new Saturn games are compounded by its ability to tick off consumers by not sticking with its systems. (Remember the Sega CD? The Sega CDX? The Sega 32X? Now, it's the Dural.) At the same time, there are sure to be great Saturn games from companies like Capcom, Working Designs, and more.*



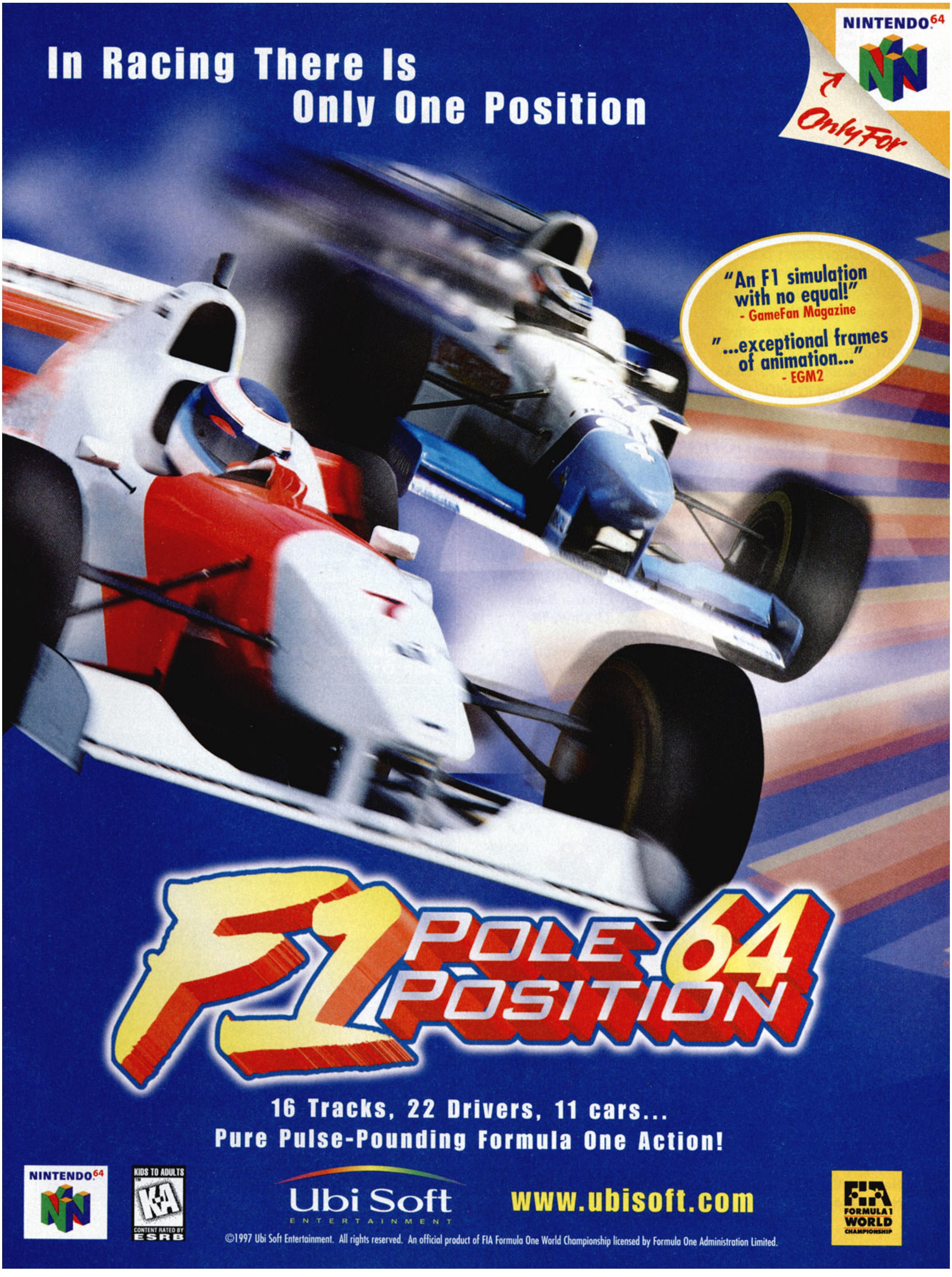
Everyone proclaims that the Saturn is dead—but I say not hardly. I own a Saturn, and I couldn't help but notice that the games you review for Saturn are always the bad ones. Why don't you guys try to review better Saturn games?

Chris Hamilton
Inverness, FL

Let us explain some things to you. "Review" means objectively examining a game and making a call that it's either good, bad, or somewhere in between. We review the games that game companies send us—good and bad. Some of the Saturn titles reviewed recently (Sky Target, Sonic Jam) just weren't that good, but they were all that were available. Other Saturn games reviewed, like Duke Nukem 3D and Resident Evil, were very good, and Marvel Super Heroes was actually much better than its PlayStation counterpart.

DVD AND 64DD

In the September issue, you said that the DVD was as powerful as 26 CDs [see "The Cutting Edge," September '97]. Why doesn't Nintendo delay the 64DD another year and add a DVD drive to it? If the



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DVD is all it's cracked up to be, that will really boost sales.

Brian Hensley
Cincinnati, OH

DVDs are certainly the hottest thing in video right now. The ability to store and transmit large quantities of information, as developers claim the DVD can, may bring about a revolution in video games—however, as with any new technology, the prohibitive cost of the DVD at this stage will probably keep Nintendo from turning its 64DD into a DVD player.

ZOMBIE FIXATION

I have some questions about Resident Evil 2.

1. Will there be a way to fight without weapons?
2. If you're bitten by a zombie and don't die, do you mutate into a zombie?
3. If you do turn into a zombie, do you get to hunt people for food?
4. Will there be cameos by characters from other Capcom games?
5. Will there be cameos by Chris and Jill?
6. Will there be a cameo by Alan B. McElroy?
7. Will the game have a jump button?
8. Can you get your limbs ripped off and get robotic replacements?
9. Finally, when all else fails, can you give up and shoot yourself?

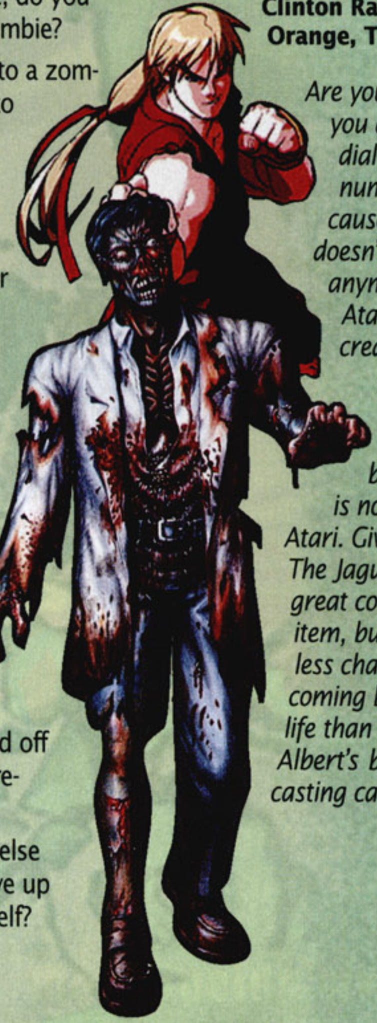
Herman Martinez
New Jersey

When all else fails, you should never give up and shoot yourself (that goes for you, too, Dr. Kevorkian). Them's a lot o' questions, so here's a lot o' answers. Yes. No. No. Maybe. No. Who? (Just kidding...It's not likely the screenwriter of the Resident Evil *movie will be in the game's sequel.) No. Yeeecc-chhh! No. Mix up those answers in any order you want.*

ATARI, WRONG NUMBER

I own a Jaguar. I've called Atari, and they've told me that games are still being made for that system. Also, many of my friends own a Jag and we'd really like it if you would preview Jaguar games.

Clinton Rawls
Orange, TX



Are you sure you didn't dial a wrong number? Because Atari doesn't exist anymore. Atari Games creates great arcade titles, but there is no more Atari. Give it up. The Jaguar is a great collector's item, but it has less chance of coming back to life than Marv Albert's broadcasting career.

Your response to our call for casting has been overwhelming! We received over 1000 letters with some very offbeat casting choices for a number of different games. Your choices for *Resident Evil* in particular should make Hollywood producers stand up and take notice. The nominees include:

CHRIS – Dean Cain (TV's *Lois and Clark*), George Clooney, Tom Cruise, Johnny Depp, Val Kilmer, Keanu Reeves, Tim Roth, Charlie Sheen,Kevin Sorbo (TV's *Hercules*), John Travolta, Bruce Willis, Billy Zane (*The Phantom*)

JILL – Gillian Anderson (*X-Files*), Drew Barrymore, Sandra Bullock, Neve Campbell, Sarah Michelle Gellar (*Buffy: The Vampire Slayer*), Melissa Gilbert, Salma Hayek, Natasha Henstridge, Demi Moore, Alicia Silverstone, Bridget Wilson

WESKER – Kevin Bacon, Stephen Baldwin (*The Usual Suspects*), Wes Craven, Harrison Ford, John Goodman, Val Kilmer, Gary Oldman, Robert Patrick (the evil Terminator from *Terminator 2*), Sylvester Stallone, John Travolta, Christopher Walken

BARRY – Tom Berenger, Bruce Boxleitner, Nicolas Cage, Sean Connery, Robert DeNiro, Charles Dutton (TV's *Roc*), Chris Farley, Stacy Keach, Martin Sheen, Kiefer Sutherland

REBECCA – Christina Applegate, Halle Berry, Sandra Bullock, Neve Campbell, Claire Danes (*Romeo & Juliet*), Sarah Michelle Gellar, Jennifer Grey, Helen Hunt, Jennifer Love Hewitt (*Party of Five*), Uma Thurman

HONORABLE MENTIONS FOR OTHER GAMES

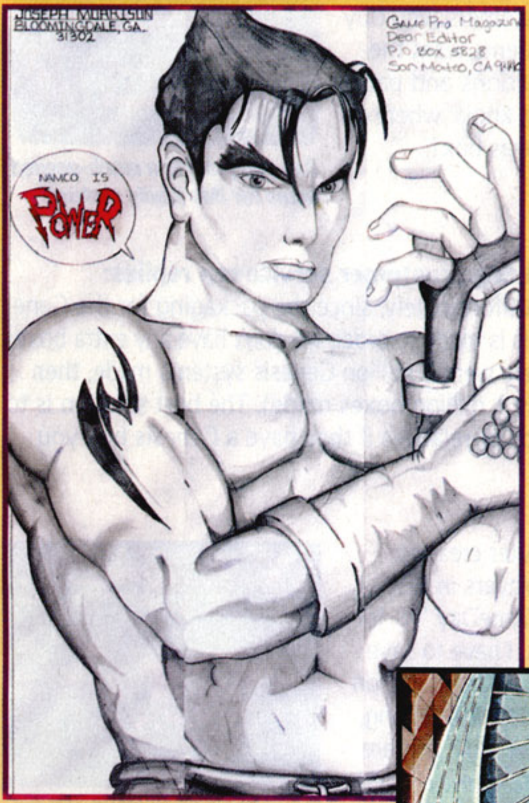
Law (Tekken 2) – Adam Sandler (*Happy Gilmore*)
Nina (Tekken 2) – Heather Locklear (TV's *Melrose Place*)
Paul (Tekken 2) – Jean-Claude Van Damme (*TimeCop*)
Kain (Blood Omen: Legacy of Kain) – Patrick Stewart (*Star Trek: The Next Generation*)
Heihachi (Tekken 2) – Arnold Schwarzenegger
Yoshimitsu (Tekken 2) – Nicolas Cage (*Leaving Las Vegas*)
Spiderman – John Cusack (*Grosse Point Blank*)
Green Gobblin – Jim Carrey (*Liar, Liar*)
Luigi (Super Mario Bros.) – Michael Richards (Kramer from TV's *Seinfeld*)
Guybrush Threepwood (Monkey Island) – Martin Short (*Jungle 2 Jungle*)
Link (The Legend of Zelda) – Michael J. Fox (TV's *Spin City*)
Turok (Turok: Dinosaur Hunter) – Graham Greene (*Dances with Wolves*)
Storm (X-Men) – Viveca Fox (*Independence Day*)
Sweet Tooth (Twisted Metal) – Brian Dennehy
Dash Rendar (Shadows of the Empire) – Kevin Costner (*Waterworld*)
Zelda (Legend of Zelda) – Jennifer Aniston (TV's *Friends*)
Duke Nukem (Duke Nukem 3D) – Bruce Willis (*Die Hard*)

Art Attack

Pick of the Month

PRIZE! This month's winning artist will receive a GamePro T-shirt!

GamePro
video game warrior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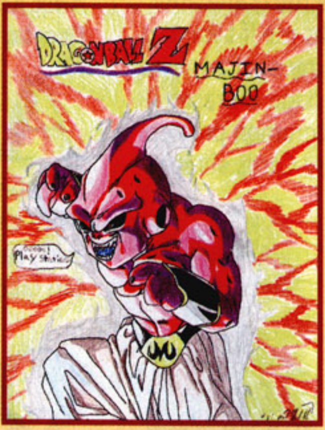
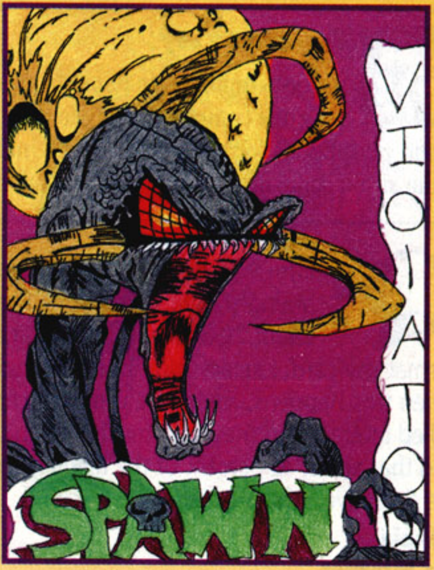
NAMCO IS
POWER

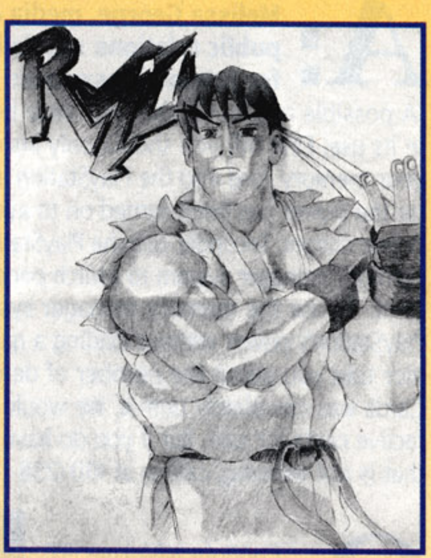
Joseph Morrison, Bloomingdale, GA


DRAGONBALL Z
MAJIN-BOO

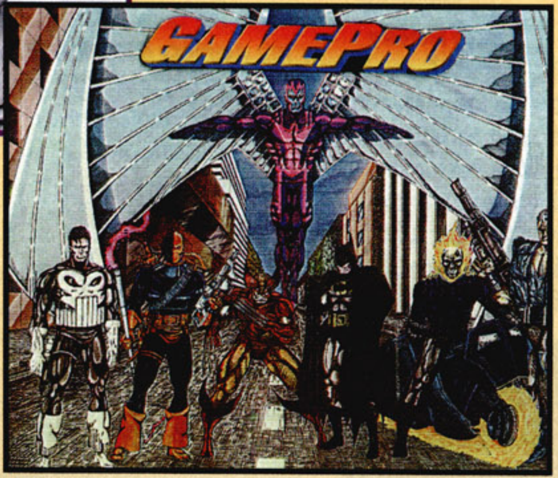
Ben Markwell, Bethesda, MD


VIOLATOR
SPAWN

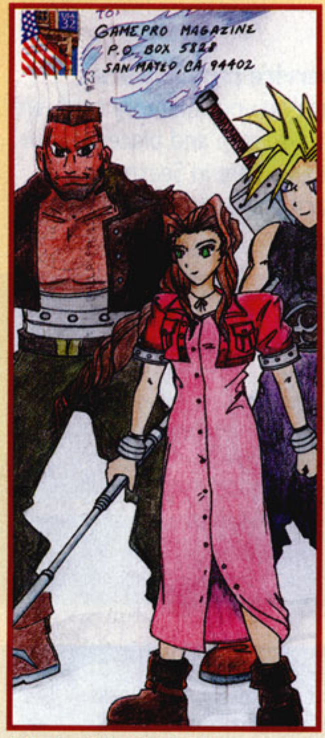
Heysser Melendez, Bay Point, CA



Charles Tan, New South Wales, Australia



Anonymous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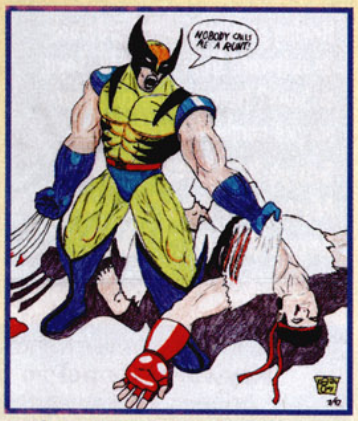
NOBODY CALLS ME A RUNT!

Keith Guy, Mammoth Cave, KY

Send in your masterpieces!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: **comments.gamepro@gamepro.com**

BUYERS BEWARE

By The Watch Dog

As 1998 unfolds, we hope the number-one resolution for game companies is to develop problem-free games and peripherals for their customers. Until then, let me clear the air on some final disappointments of 1997.

Q: I am writing to complain about Interact's Mega Memory Card. Every time I save my game after about 20-30 hours of play, it asks me if I want to format my card. I select "No," but it formats my card anyway. When this happens, my entire memory card page is erased. I called Interact and they said this is not an uncommon problem and that about 10 percent of the Mega Memory Cards shipped are defective. What's going on?

FilAsian
via Internet

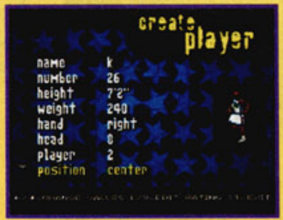
MEGA MEMORY CARD

A Mega Memory screwup?

A: **Melissa George, media & public relations specialist for Interact, responds:**
"A possible reason for the error may be in its use. First off, you should only insert your memory card into the PlayStation after the power has been turned on to avoid power surges. Secondly, use the PlayStation's memory manager system to switch pages on the Mega Memory Card. To use the memory manager system, just turn on the PlayStation's power without loading a game. What customer service told you about the number of defective Mega Memory Cards was completely untrue. We would never ship out any defective cards for sale. But if you do have a Mega Memory Card that is not working, call us at 410/238-1426."

Q: I bought NBA Live '97 for the SNES, but for some reason, not all my information is saved after I turn off the system. What's up?

Theo Fung
Sacramento, CA



create player

name k
number 26
height 7'2"
weight 240
hand right
head 8
player 2
position center

Creating players can also create confusion!

A: **An Electronic Arts customer service rep explains:**
"Since this is a known problem for this cart, we have some solutions that should help you save your game:

- Keep your trades to a minimum,
- In Season mode, all created players should be made at the same time (however, you should create only a maximum of five players so there will be enough memory for stats),
- Be sure to save your season to Slot Two only.

If the problem persists, call us at 650/572-2787 for more help."

Q: I want to sell my Genesis, but since I don't have the original box it came in, none of the stores I went to will buy it. They claim customers who buy pre-owned systems want the original instructions and packaging. Do you know where I can find a Genesis box?

Alex Angulo
Peoria, AZ

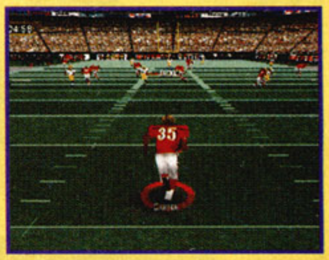
SEGA GENESIS
16-BIT

Can you provide a much-needed home for this lonely system?

A: **A Sega customer service rep replies:**
"Unfortunately, since the packaging for the Genesis is made to order, we don't have any extra boxes available (if there were 1 million Genesis systems made, then there were only 1 million boxes made). The best solution is to ask your friends or relatives if they have a Genesis box you can take."

Q: After creating players in NFL GameDay '98 for the PlayStation, I have to save each one on a different file on my memory card. Before long, my card becomes full. Is there any way to store all my created players in one slot?

seaniemike
via Internet



It must be a team effort, not for personal glory.

A: **A Sony customer service rep answers:**
"To free up some space on your memory card, we recommend you start a season and place all your created players on one team. Unless you are in Season mode, you must use a memory slot for each player you create when you save them to your memory card."

You Make the Call

Having problems with hardware or software from Nintendo, Sega, or Sony? Here are the customer-service numbers to call.

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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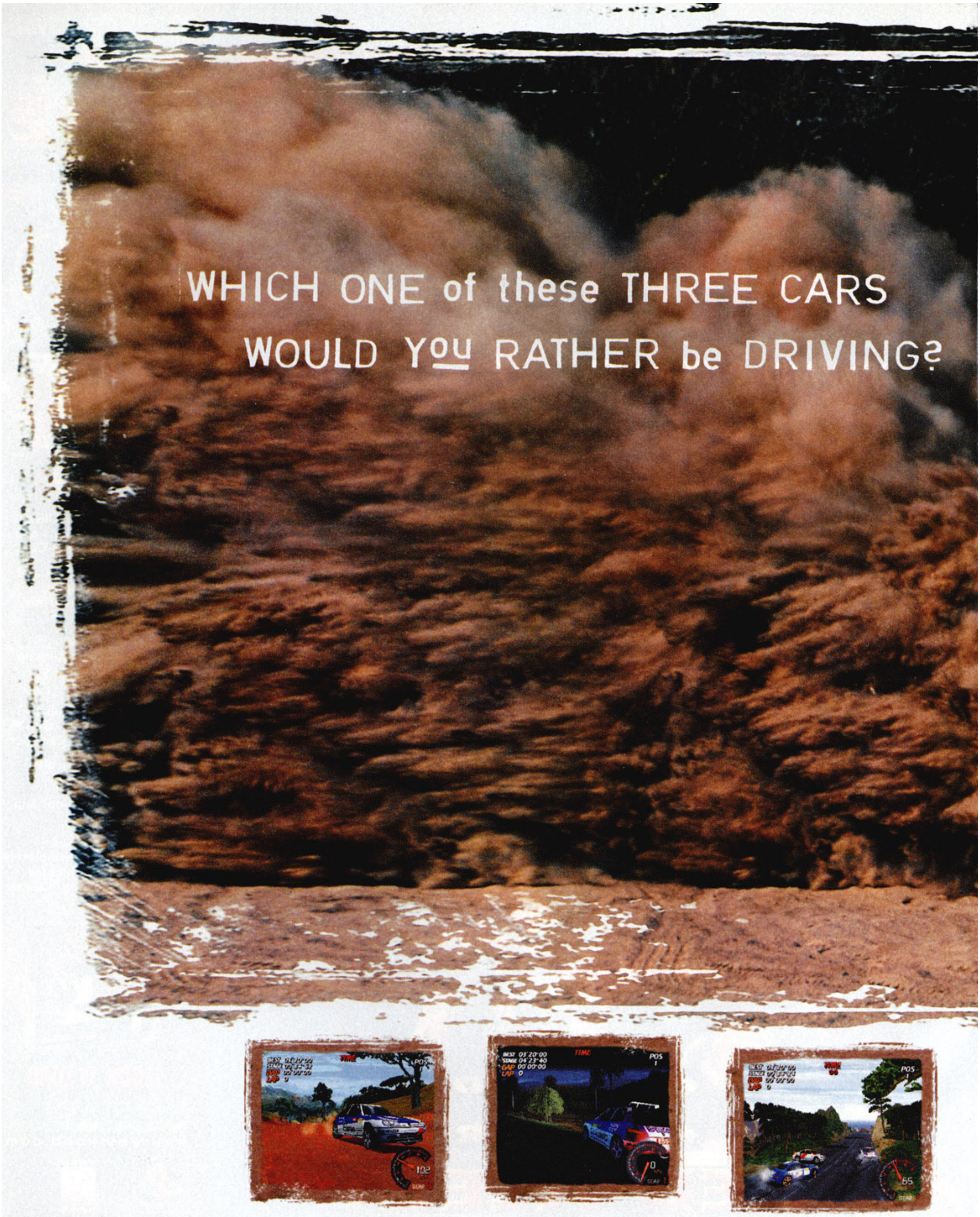
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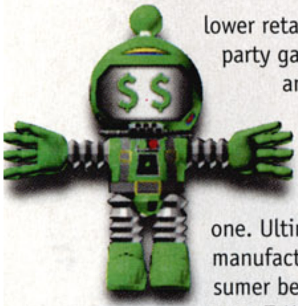
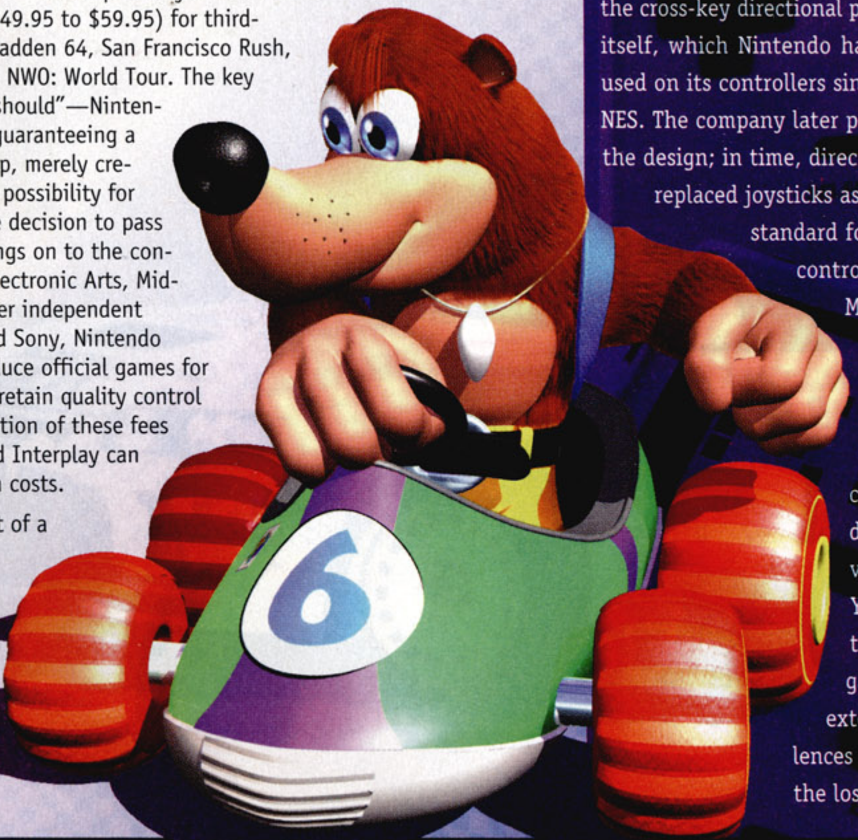
Nintendo Drops Software Costs

New $50–$60 range intended to battle Sony's prices

In an attempt to make the winter just a little warmer for N64 owners, Nintendo's two hot holiday releases, Diddy Kong Racing and Bomberman 64, will sport lower sticker prices—about $10 less than the current $60 to $80 levels.

The company also announced a drop in its licensing fees that, according to a press release, "should probably result" in lower retail prices ($49.95 to $59.95) for third-party games like Madden 64, San Francisco Rush, and WCW vs. NWO: World Tour. The key word is "should"—Nintendo isn't guaranteeing a price drop, merely creating the possibility for one. Ultimately, the decision to pass manufacturing savings on to the consumer belongs to Electronic Arts, Midway, T•HQ, and other independent software companies. Like Sega and Sony, Nintendo charges third parties a fee to produce official games for its system, which helps Nintendo retain quality control and see profit right away. A reduction of these fees means companies like Acclaim and Interplay can lower their overall N64 production costs.





Is this price shift the result of a decrease in the cost of chips, a corporate change of heart, or is Nintendo just afraid of getting trounced by the lower price points of CD-based software? If you're an N64 owner, it doesn't matter—lower prices are always good news.

GAME BOY DESIGNER DIES

Gumpei Yokoi, ex-Nintendo designer and creator of the phenomenally popular Game Boy, died on October 4, 1997, a victim of a car crash. He was 56.

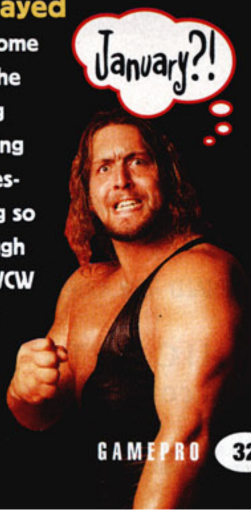
Mr. Yokoi's innovations include the Virtual Boy and the cross-key directional pad itself, which Nintendo has used on its controllers since the NES. The company later patented the design; in time, directional pads replaced joysticks as the industry standard for home gaming controllers.

Mr. Yokoi joined Nintendo in 1965 but retired last year to start an independent career in game design. He is survived by his wife, Yoko. *GamePro* joins the rest of the game community in extending our condolences in mourning the loss of a pioneer.

news bits

WCW Nitro Delayed

T•HQ has run into some stiff competition in the PlayStation wrestling arena: itself. According to a company spokesperson, "Our **WCW vs. the World** is still doing so well that we wanted it to run its course through Christmas." As a result, the company's next WCW game, **WCW Nitro,** won't debut until January, but the company says it's taking the extra time to make Nitro "the best wrestling game possible."



F1 CE's License Revoked

If you bought a copy of **Psygnosis's Formula One Championship Edition** when it first came out, congratulations—you have an honest-to-goodness PlayStation collectible. Due to a licensing spat with the Federation Internationale de L'Automobile, Formula One Administration Limited, and Giss Licensing BV (better known to racing fans as FIA and FOA), Psygnosis will repackage and re-release the game without the official logos of the F1 organizations. Look for the new version of the game, retitled and unlicensed but otherwise unchanged in gameplay content, to hit stores soon.

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Video Game System of your choice!

(4) RUNNER-UP Winners
An official GamePro T-shirt!

Last Month's Winners

Grand Prize

Kyle Biddy, Marietta, GA, 4 min. 29 sec.

Runner-Ups

Dustin Meadows, Cardington, OH, 6 min.
Greg Nguyen, Mountain View, CA, 8 min. 38 sec.
John Alley, Independence, MO, 8 min. 39 sec.
Michael Kelly, Houston, TX, 8 min. 40 sec.

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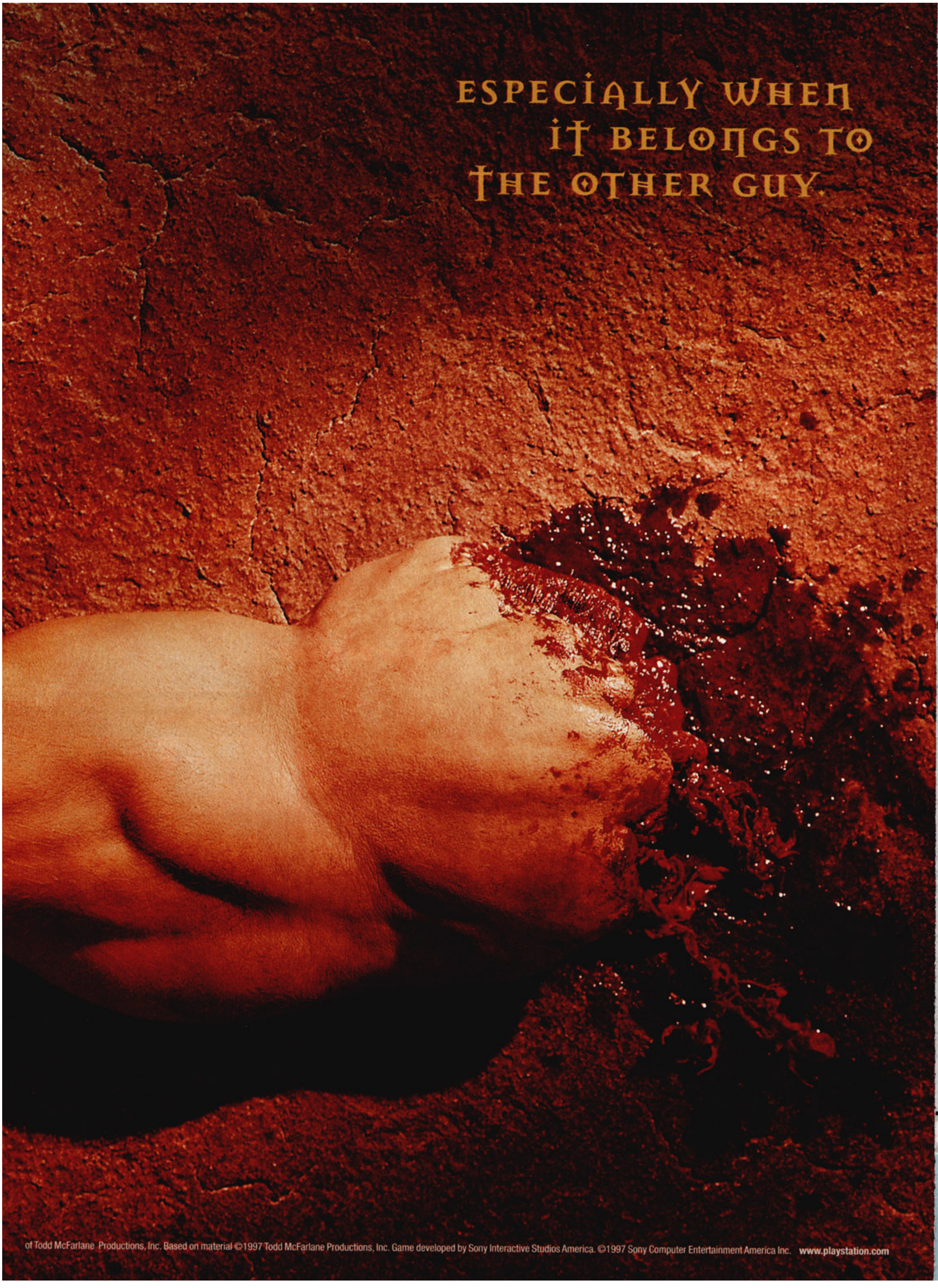
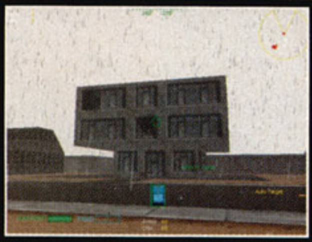

ESPECIALLY WHEN
IT BELONGS TO
THE OTHER GUY.

of Todd McFarlane Productions, Inc. Based on material ©1997 Todd McFarlane Productions, Inc. Game developed by Sony Interactive Studios America. ©1997 Sony Computer Entertainment America Inc. www.playstation.com

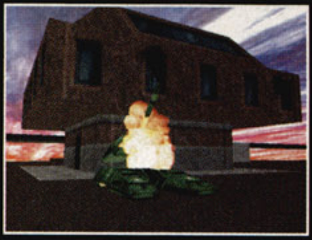
Sony Goes PC with Tanarus's Tank Mayhem

Sony Interactive's arcade tank game brings fast-thinking warfare through your modem.

By Ogg



The Tanarus environment features such finer touches as rain and darkness for battles.



Feel the satisfaction of a fatal blow.

Tanarus Requirements

URL: http://www.tanarus.com
Available now
$9.95 per month
Minimum System Requirements: Pentium 120, Windows 95, 16 MB RAM, 40 MB on hard drive, 1 MB video RAM, Internet connection
Recommended: Pentium 133, 32 MB RAM, Direct3D video card, joystick

Did you ever think "you'll die trying" could be loads of fun? That's the case with Tanarus, Sony Interactive's melee-style online tank-battle game for the PC. And even though you're going to get popped as often as you pop the other guy, you'll be having too much fun to mind.

Tanks Alot

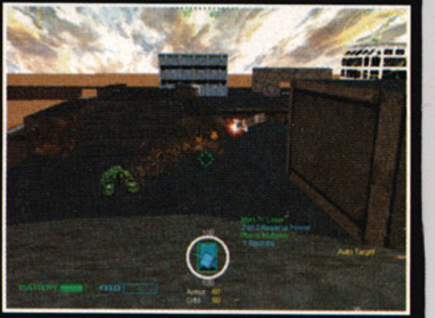
Even in its beta version, Tanarus looks like a rock-n-rollin' blast-n-run arcade-style tank game. If you've ever played the seat-rattling Tokyo Wars in your local arcade, you'll feel pretty comfortable in these tanks. Sony's aim is to make setting up and playing easy. Once you sign up at the *www.tanarus.com* Web site, you pop into an easily navigated opening arena. From there, you can drop into chat rooms, go right to a playing arena, or set your control options.

Once you pick an arena, you get to choose and customize one of four tank styles, ranging from the shifty Lightning to the huge Devastator. You'll also find a healthy selection of laser weapons, missiles, and mines to prepare your killing machine for combat. However, you need to be selective when customizing your vehicle because each tank has only seven available slots for you to configure (in addition to your firepower, you'll want to include some defensive options like shields and battery recharging, too). You'll also need to practice tank tactics, such as using your turret keys to direct fire to the sides of your tank as well as distributing your shield power to guard the front or back of your tank. And since the gameplay is team-based, you can link with up to four other commanders and use chats to plan your strikes.

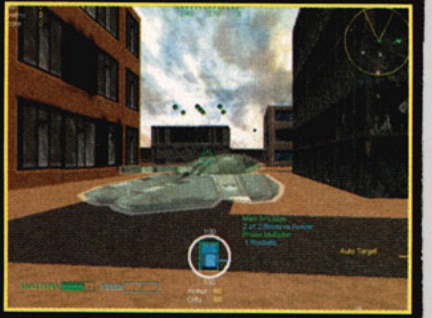
Kill or Be Killed

Your goal in Tanarus is simple: Accumulate as many kills as possible. You start out in a beginner class, but as you amass kill points, you can rise through the ranks of private, lance corporal, and up through captain. The arenas are staggered by ability, including a practice area, so newbies can get their Patton chops down before venturing into hot-n-heavy live play.

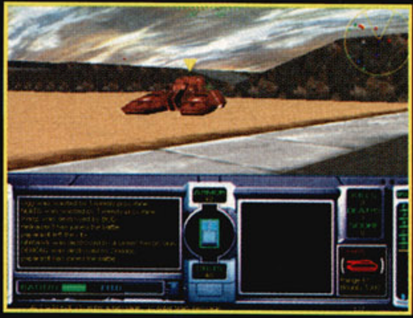
Amazingly for an online game, Tanarus supports all the current 3D acceleration cards; we set it up for 3Dfx Voodoo Rush play and received great results. Apart from the occasional lag hiccup, performance was also uniformly smooth—when you fire a missile, it hits where it's supposed to. But you'll need a big machine to play Tanarus (the minimum requirement is a Pentium 120 with 16MB of memory). Just think of your computer as a big tank, though, and you'll be right in the spirit of things.



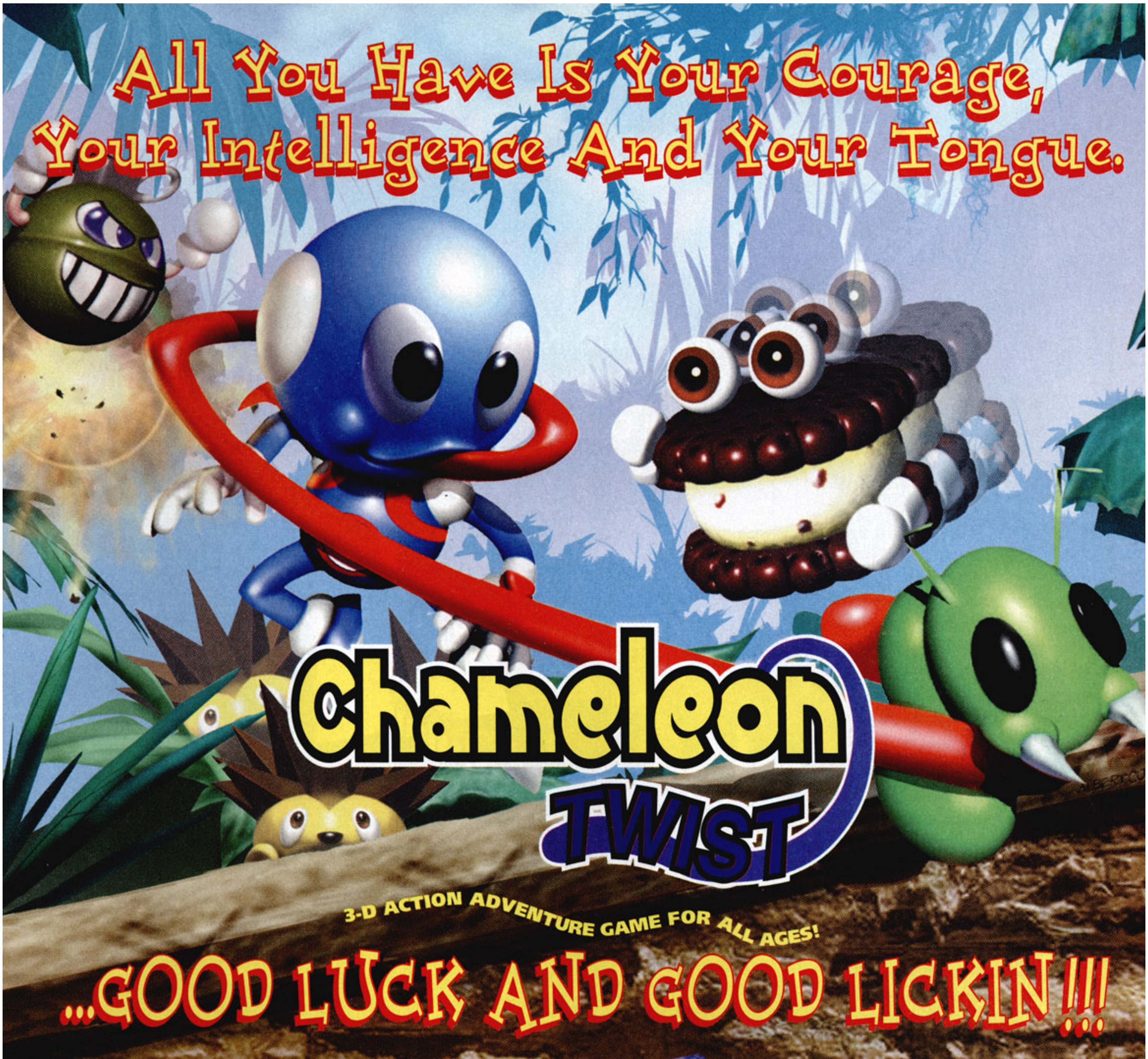
The high ground isn't always protection against someone who knows how to tilt his turret.



PROTIP: Divert shield power toward your opponent to get maximum value from them.



PROTIP: Plant your crosshairs right on the enemy's turret for maximum damage.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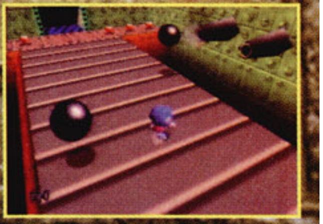

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Interview with the Vampire Maker

Interview Vampire

GamePro visits Konami in Japan to dig up the dirt on series, Castlevania 64, in this interview with the

By Ken Ogasawara

GamePro: *What is your background with Konami?*

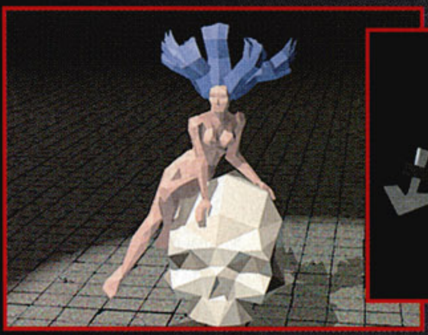
Takeo Yakushiji: I've been in production eight years. Castlevania 64 is my second product as a director. I started off as a character designer, mostly with Super Famicom games. I worked on Gambare Goemon twice and Tiny Toons for the Super Famicom. This is the first time I've worked on the N64.

GP: *Have you directed any other Castlevania games?*

TY: This is the first time I've worked on the Castlevania series, but I've enjoyed playing the games since long before I even joined Konami. People who go to work for Konami generally want to work on Castlevania at least once...(laughs)... or Gradius.

GP: *Which Castlevania game's your favorite?*

TY: The third one for the Famicom, Akumajyo Densetsu [Castlevania III: Dracula's Curse].



GP: *What's Castlevania 64 about?*

TY: Here's the story line in a nutshell. It's been a hundred years and Dracula has resurfaced. Each of the four playable characters has their own reasons to seek out Dracula, and they spend the game looking for him.

One of the main features is that gameplay will take place during both the night and the day. We will also focus more on vampires in this version.

Vampires tend to be nocturnal, so they appear at night to attack the player.

Generally, the vampires will be in hiding during the day, but there may be instances where they come out while the sun's up. However, *where* the vampires can go will be limited. If the player goes to an area where there's sunlight, the vampires cannot follow—but when night falls, the vampires will be able to roam freely, searching for you to drink your blood. Also, it will be relatively safe to explore the castle in the daytime, but during the hours of darkness, vampires and other monsters increase the risk of exploring.

If a vampire sucks your blood, you'll turn into a vampire. There may also be instances where vampires transform into victims and plead for help, just to lure you into a trap.

Castlevania 64 will be part action game, where you fight enemies and avoid traps, and part exploration game with puzzles you must solve using items and clues. All this must be done to get closer to Dracula.

GP: *Could you explain a little more about how the day and night cycle works?*

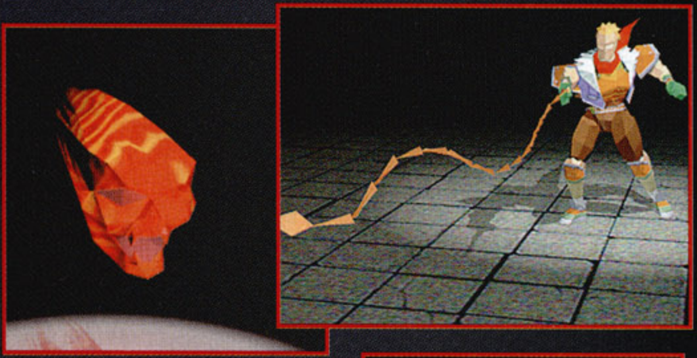
TY: Within the game, there will be a timer. From 6 in the morning to 6 in the evening will be the daylight hours. Graphically, this will be represented with the light fading or darkening to the night. Your field of view will get shorter as it gets darker. With a smaller field of view, it becomes more difficult for the player. Also, monsters that do not normally roam during the day will start appearing as the light fades.

It will be just the opposite in the daytime sections of the game. For example, during the day, vampires may appear, but if you lure them into direct sunlight, they may be destroyed outright. So, one of the strategies in the game will be to find territory that has direct sunlight and use it to your advantage.

Using night and day cycles, there are ways to involve events and traps. There will be

with the Maker

the latest entry in the Castlevania game's director, Takeo Yakushiji.



some doors that open only during the day, so you may have to perform some actions during the night, but then head toward that door as it is about to open. If you take longer than you expected, you may be trapped by a door that becomes locked during the night and get stuck in a dangerous section, so there can be traps that are time-dependent.

GP: How much does this game follow the previous games in the series?

TY: Timewise, it takes place about the same time as Richter's story in Dracula X for the SNES and Symphony of the Night for the PlayStation, around 1792.

A difference is that the older versions took place in medieval-oriented castle settings, but this version will be something closer to the modern age—rooms will have mechanically oriented themes, and there will be enemies that you haven't seen.

GP: Will Castlevania 64 be similar to the PlayStation's Symphony of the Night?

TY: Yes. Although Castlevania 64 doesn't have the same RPG-like feel that the PlayStation version had, we certainly have exploration of the castles and puzzles.

GP: How many characters will there be?

TY: Currently, there are four characters to choose from. Since they have their own motives, each character will have a different ending. There will also be multiple endings for each character. One character, Schnieder, is a member of the Belmont family, and of course since he's a Belmont, his weapon of choice is the whip. The second character's name hasn't been finalized yet, but we are calling him "Cornell." Cornell's a fighter who uses close-in martial arts kicks and punches.

GP: Will Cornell also use throws?

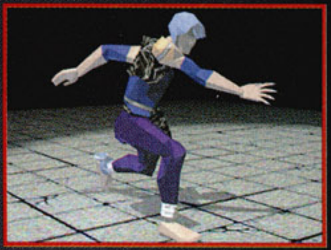
TY: Not right now. Cornell has a special ability that enables him to change his form, and he powers up considerably. He also has a secret ability that we can't announce yet. *[Rumor has it that he powers up into a werewolf...Ed.]*

GP: Do the different characters represent different difficulty levels?

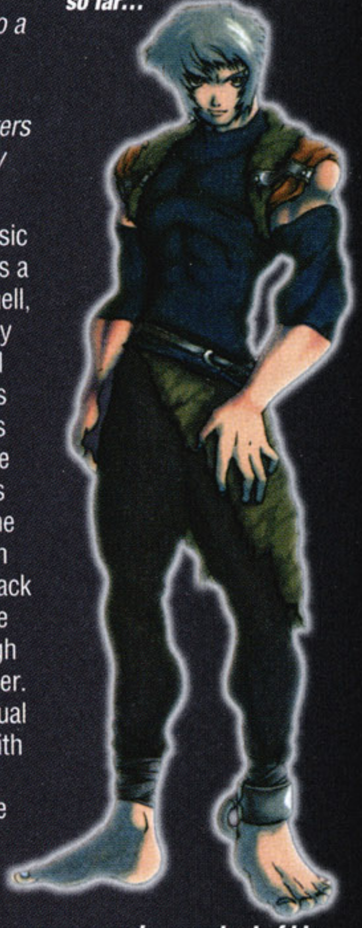
TY: Yes. Schnieder is the basic character, and he represents a normal skill level. With Cornell, the game will be marginally more difficult, since Cornell has to get closer to enemies to do damage. But he does have greater speed, which he uses to get closer to enemies before they attack. One of the other characters has a high damage ratio, but a long attack range. This character will be slightly easier to play through the game with than Schnieder. The last character has unusual tactics. It's harder to play with this character because the moves are different from the other three, but basically, that character will be able to change from a power type to a speed type.

GP: Does your character evolve at all?

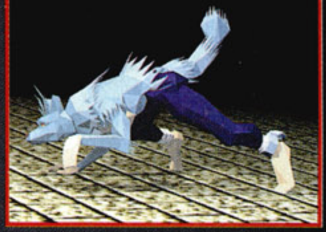
TY: The player doesn't develop per se, but there will be techniques that won't be explained in the manual—although all the abilities are there from the be-



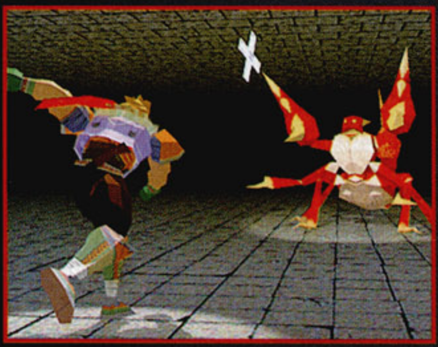
Cornell as he appears in the game so far...



... and concept art of him.



Cornell makes the howl of fame.



ginning. There will also be new special attacks that were not present in the other games.

GP: *When you start the game, do you choose only one character? Can you switch during the game? Do you interact with other selectable characters during the game?*

TY: Right now, you choose only one character at the beginning. However, in the game, the other players are in the castle for their own reasons, so some sort of interaction is possible. Depending on which character you choose, other characters may aid you, or be one of the bosses that you must defeat.

GP: *Will there be candles as in other Castlevanias?*

TY: There will be no items falling from candles this time around. However, there will be things lying around that previous adventurers have left behind. Also, breaking some walls will reveal food as in the other games.

Another thing we can't reveal too much about is a bartering system for items. A kindly-seeming character will sometimes appear to sell items. He will have items that are hard to get, but he will exchange them for something. It's a mystery what or who he is. To call on him, you must use an item called a contract. You enter into an agreement with him to get items; however, there seems to be a catch in the contract, so overdoing this may not be a good idea.

GP: *How about the camera angle? Is it fixed, or can players control it?*

TY: The camera angle will change depending on the best perspective for the situation. For example, if the best gameplay view is for the camera to follow the player, it will be that way. Or, if we deem that it will be easier in a situation to have the camera looking down at the player, we will do that. Also, players can look around in first-person view in any section, although they will not be able to move in this mode.

GP: *How will you lay out the controls?*

TY: All movement will be controlled with the analog stick, like Super Mario 64 or Tomb Raider II. In the Castlevania series, the section that has really hindered the movement in the game has been the stairs—moving up and down and doing diagonal attacks. In Castlevania 64, all the characters will have diagonal attacks. Using Schnieder as an example, you can perform an attack and hold a button, then move the analog stick around to flail the whip.

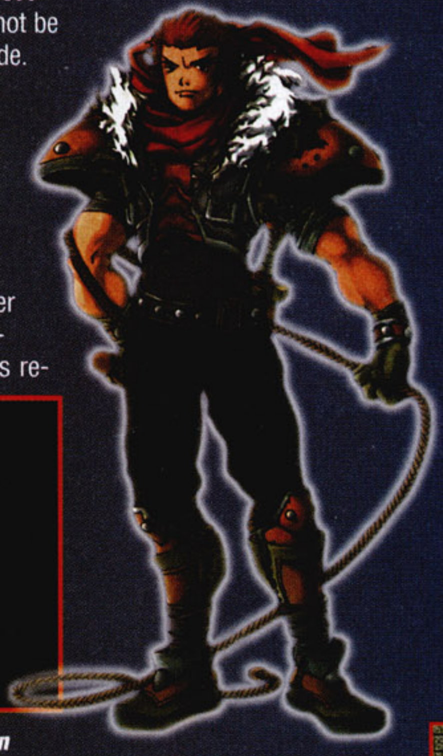
Schnieder as he appears in the game so far...

GP: *We've heard that players will be able to battle bosses, much as in a fighting game.*

TY: Originally, we were planning to develop the game so that players could fight, much like Virtua Fighter or Tekken, but we found that working on the main part of the game is taking a lot of time and effort. We really hope to be able to put that in, but...right now, I don't know.

GP: *How large do you think the game will be?*

TY: About 96 to 128 megs. We don't really know yet. We want to put in as much memory as we can. Already, the sound and music take up a substantial portion of the memory.



... and concept art of him.

GP: *Music always seems to be an important part of the series, and I was wondering who the composer is and what problems you'll face with the N64's sound capabilities.*

TY: Right now, we are trying to think of new ways to use the N64's sound processor. We can't really reveal anything yet. In the sound section, the biggest problem is the memory limitations.

GP: *How far along in development is the game?*

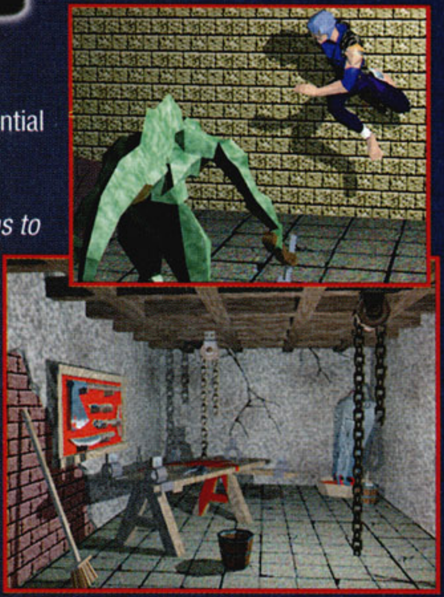
TY: You mean, what percent complete is it? (laughs) Ten percent?

GP: *When can our readers expect to play the game?*

TY: Next year some time.

GP: *Okay, some American gamers are going to want to know this: Since Castlevania 64 deals with vampires, will it be a bloody splatterfest?*

TY: Since Castlevania has a horror theme, there have been issues raised about turning out a product with a lot of gory gameplay and cruel imagery. However, we envision Castlevania 64 as a gothic horror story—still as scary as other games with horror themes, but with a certain beauty to it. We are trying to use [Francis Ford] Coppola's film *Bram Stoker's Dracula* or [Neil Jordan's] *Interview with a Vampire* to help us with this imagery. We are not planning to make it a bloody horror game. G



For lefties, righties, nose pickers,
shark attack survivors,
folks with poison oak,
avid porn fans,
pissed off New York taxi cab drivers,
a certain mid-80's hard rock drummer,
that clumsy kid in shop class,
people who gave their right arm for something,
and Sabrina Whitehead,
who wrote down absolutely everything
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Well, it's the start of a new year, and although we gave you some "*GamePro*'s Holiday Shoppers Guide," December 1997), we decided to drag sonal favorites of 1997. In a few months we'll reveal our official Editors' with one hopeful candidate for 1998.

1997: The Year of

Air Hendrix's Top 10

1. **Colony Wars** (PlayStation)
2. **NASCAR '98** (PlayStation)
3. **MDK** (PC & PlayStation)
4. **NHL '98** (PlayStation)
5. **Crusader: No Remorse** (PlayStation)
6. **Triple Play '98** (PlayStation)
7. **Oddworld: Abe's Oddysee** (PlayStation)
8. **Nuclear Strike** (PlayStation)
9. **Mortal Kombat 4** (Arcade)
10. **San Francisco Rush** (Nintendo 64)

Hot Prospect for '98:

NHL '98 (Nintendo 64)

Bro' Buzz's Top 10

1. **GoldenEye 007** (Nintendo 64)
2. **Final Fantasy VII** (PlayStation)
3. **Diddy Kong Racing** (Nintendo 64)
4. **StarFox 64** (Nintendo 64)
5. **Castlevania: Symphony of the Night** (PlayStation)
6. **Doom 64** (Nintendo 64)
7. **Nuclear Strike** (PlayStation)
8. **Tomb Raider II** (PlayStation)
9. **Ace Combat 2** (PlayStation)
10. **Scud: The Disposable Assassin** (Saturn)

Hot Prospect for '98:

The Legend of Zelda 64 (Nintendo 64)

Dan Elektro's Top 10

1. **Interstate '76** (PC)
2. **Rally Cross** (PlayStation)
3. **Diablo** (PC)
4. **Mortal Kombat 4** (Arcade)
5. **Tetrisphere** (Nintendo 64)
6. **Fighters Megamix** (Saturn)
7. **Tempest X^3** (PlayStation)
8. **Marvel Super Heroes vs. Street Fighter** (Arcade)
9. **NASCAR '98** (PlayStation)
10. **Saturn Bomberman** (Saturn)

Hot Prospect for '98:

Diablo 2 (PC)

Dr. Zombie's Top 10

1. **Tekken 3** (Arcade)
2. **GoldenEye 007** (Nintendo 64)
3. **Soul Blade** (PlayStation)
4. **StarFox 64** (Nintendo 64)
5. **Tomb Raider II** (PlayStation)
6. **Madden NFL '98** (PlayStation)
7. **Mortal Kombat 4** (Arcade)
8. **Mace: The Dark Age** (Arcade)
9. **Doom 64** (Nintendo 64)
10. **Treasures of the Deep** (PlayStation)

Hot Prospect for '98:

Resident Evil 2 (PlayStation)

Four-Eyed Dragon's Top 10

1. **Tetrisphere** (Nintendo 64)
2. **Final Fantasy VII** (PlayStation)
3. **GoldenEye 007** (Nintendo 64)
4. **Mace: The Dark Age** (Arcade)
5. **Tekken 3** (Arcade)
6. **Nightmare Creatures** (PlayStation)
7. **Madden NFL '98** (PlayStation)
8. **Marvel Super Heroes vs. Street Fighter** (Arcade)
9. **Frogger** (PlayStation)
10. **Soul Blade** (PlayStation)

Hot Prospect for '98:

Tekken 3 (PlayStation)

RESCUE
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solid advice on hot games for the holidays last issue (see special feature
a few editors out of their lairs and squeeze their tiny heads for their per-
Choice Awards; until then, here are our editors' top 10 favorite games

Gaming Dangerously

Johnny Ballgame's Top 10

1. GoldenEye 007 (Nintendo 64)
2. Mortal Kombat 4 (Arcade)
3. Madden 64 (Nintendo 64)
4. Soul Blade (PlayStation)
5. Diddy Kong Racing (Nintendo 64)
6. NBA Live '98 (PlayStation)
7. NFL Blitz (Arcade)
8. WCW vs. NWO World Tour (Nintendo 64)
9. Final Fantasy VII (PlayStation)
10. Triple Play '98 (PlayStation)

Hot Prospect for '98:
WWF Warzone (Nintendo 64)

The Rookie's Top 10

1. NHL '98 (PlayStation)
2. Madden 64 (Nintendo 64)
3. GoldenEye 007 (Nintendo 64)
4. Turok: Dinosaur Hunter (Nintendo 64)
5. Castlevania: Symphony of the Night (PlayStation)
6. NBA Live '98 (PlayStation)
7. FIFA: Road to World Cup '98 (Nintendo 64)
8. Soul Blade (PlayStation)
9. NHL Open Ice Challenge (PlayStation)
10. Triple Play '98 (PlayStation)

Hot Prospect for '98:
NCAA March Madness '98 (PlayStation)

Major Mike's Top 10

1. Castlevania: Symphony of the Night (PlayStation)
2. Final Fantasy VII (PlayStation)
3. StarFox 64 (Nintendo 64)
4. Rage Racer (PlayStation)
5. Vampire Savior (Arcade)
6. Oddworld: Abe's Oddysee (PlayStation)
7. Marvel Super Heroes vs. Street Fighter (Arcade)
8. Blood (PC)
9. Fighters Megamix (Saturn)
10. Doom 64 (Nintendo 64)

Hot Prospect for '98:
Metal Gear Solid (PlayStation)

Scary Larry's Top 10

1. Jedi Knight: Dark Forces II (PC)
2. Final Fantasy VII (PlayStation)
3. Blast Corps (Nintendo 64)
4. Star Wars: Masters of Teräs Käsi (PlayStation)
5. Star Wars Monopoly: Limited Edition (Board game)
6. Nightmare Creatures (PlayStation)
7. Madden 64 (Nintendo 64)
8. Soul Blade (PlayStation)
9. Fighters Megamix (Saturn)
10. Parappa the Rappa (PlayStation)

Hot Prospect for '98:
Turok 2 (Nintendo 64)

Spotlight on ROAD

PlayStation

Although the mere prospect of a new Road Rash game is enough gamers, EA has some tricks up its sleeve that will take the Rash down

The Road Rash series has enjoyed runaway success on every platform it's appeared on, seducing gamers with its taut motorcycle racing and club-thumping combat. As the series nears its second start on the PlayStation with Road Rash 3D, EA's planned some impressive refinements that should take RR3D to the next level without diminishing the core gameplay of this proven hit.

The Rash Is Back

Tentatively scheduled for a March release, RR3D's most striking improvement is the creation of a 3D world populated with biker gangs and interconnected tracks. "The whole idea is to make Road Rash more immersive for the player," says Hunter Smith, the game's producer. "The player will enter the Road Rash world, meet people, hang out with them, race them."

Adding in gangs is a key part of accomplishing that. The player will race against—and fight—the members of four gangs, each with their own distinctive bike, racing style, and combative attitude (see sidebar "Biker Gangs").

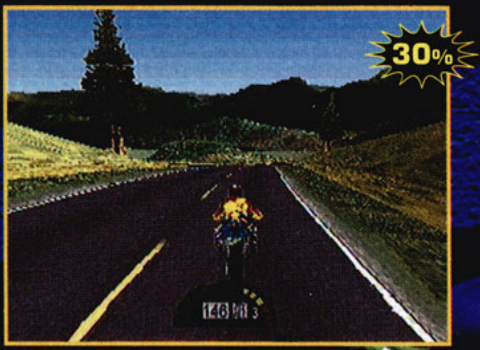
The 200-plus miles of tracks are all located in one 3D world, where each gang is headquartered in a region that best suits their racing style. In previous Rashes, the courses were just long strips, and as you progressed to the next level, a few more miles were added on at the end, so you saw the same scenery over and over again. In RR3D, each course (32 total) will take you over a different sequence of the world's interconnected roads. Players will come to recognize locations, but this approach will add a great deal of variety to the action...especially with 200 miles to work with.

That's My Club!

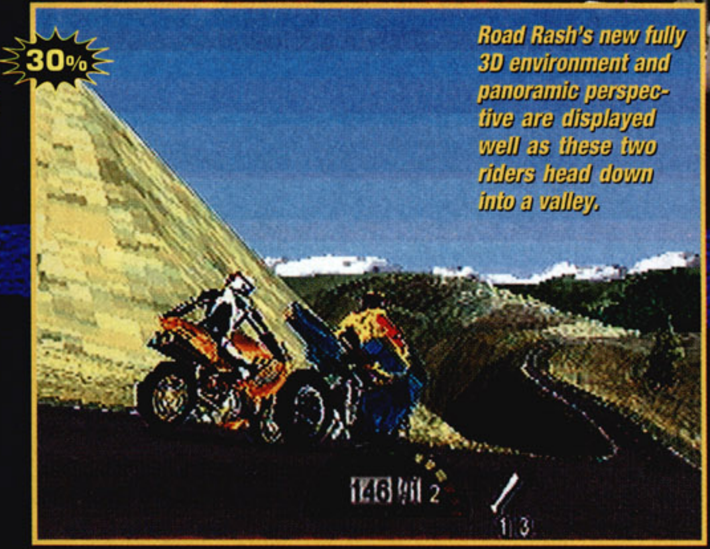
Fortunately, that classic Road Rash gameplay will remain the heart of the game. On the racing side, Smith reports that the physics model is much more sophisticated, which means more realistic racing and more braking. "You'll be able to see tires slide out in the back, really feel the guy lean through the turn, and feel what banking does to a bike," he explains.

New weapons will juice up the combat, though Smith wasn't able to unveil the details yet. "We're not trying to change it in terms of bringing in weapons like projectiles or guns," Smith says. "In Road Rash, the whole idea has always been fighting in close proximity to your adversary, so that if you're in combat, you're vulnerable."

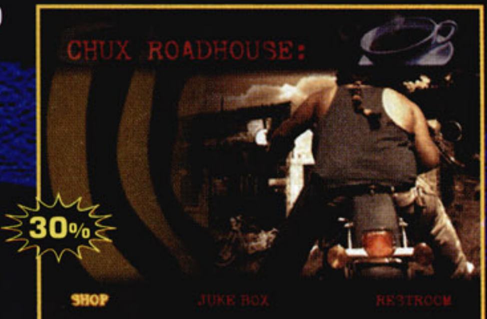
On the features side, the game will be single-player only, and Rashers will hit the streets in Time Trial mode, Thrash mode (single races), or Big Game mode (a season-like series). Winning earns you the cash to purchase one of 20 bikes with manual or automatic transmis-



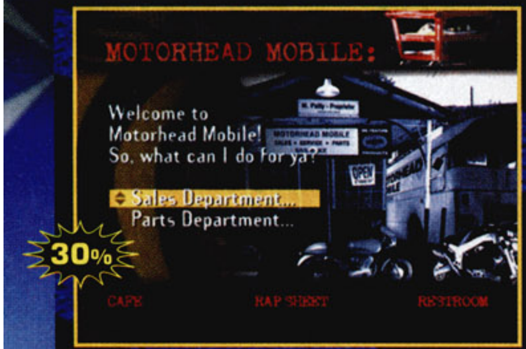
A Cafe Boy cranks up the throttle on his sport bike and heads into the hills.



Road Rash's new fully 3D environment and panoramic perspective are displayed well as these two riders head down into a valley.



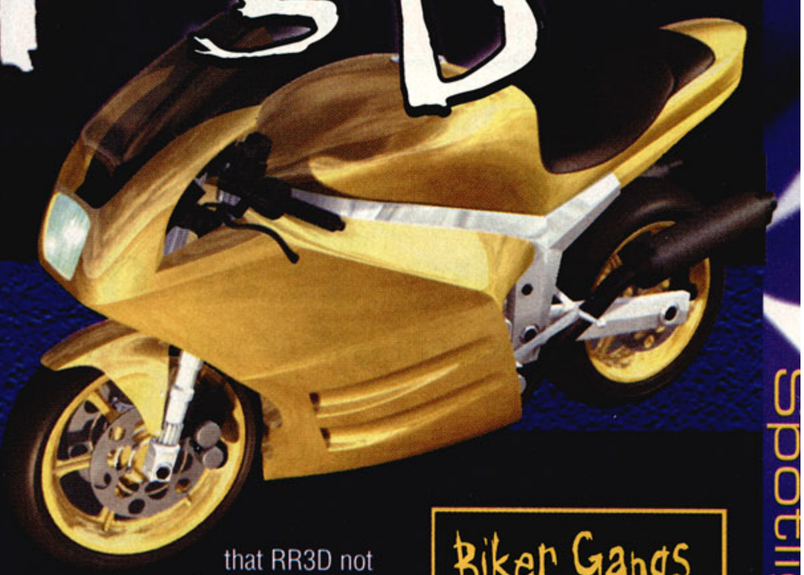
One of the in-game menus that takes you into a gang's headquarters



Welcome to Motorhead Mobile! So, what can I do for ya?

An in-game menu where riders can buy bikes and parts

RASH 3D



to rev the engines of many PlayStation roads it's never traveled. *By Air Hendrix*

sions. Once in the race, you'll be able to look back and to the sides on the fly as you pull wheelies, put cops in their place, and evade obstacles. Other cool features may include owning multiple bikes, stealing bikes from riders you knock down, cops that chase you in other vehicles besides bikes, and analog-controller support—but only if the development team has time to implement them.

Eye-Catching Rash

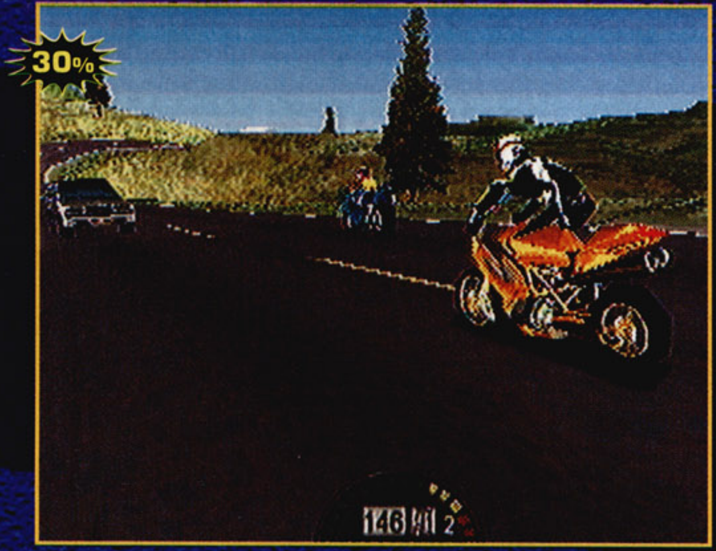
Smith is careful to point out that everything you see on these pages is unfinished and unpolished, but RR3D's graphics already shine. Beyond the jump to 3D, the visuals sport much more detailed terrain and much better character animations than previous Rash titles.

But the most impressive development is RR3D's perspective. At a basic level, it remains the traditional behind-the-biker view, but RR3D streams data off the CD to create a pre-rendered cylinder of graphics that moves with the player. For gamers, this means that RR3D not only eliminates the pop-up problems that plague many PlayStation racers, but it also gives them an unprecedented look down the upcoming road.

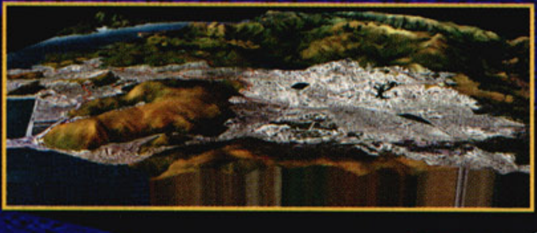
"You can see what looks like several kilometers into the distance, which really eliminates things from just popping up, like mountains," Smith explains, "but it also has another cool effect. For example, if you're up in a high elevation, you can look out and see a city below and the road stretching into it. Then, as you race, you head down the road and into the city. It gives you a sense that you're really going somewhere."

Ready to Rock

Smith and his team are off to a fine start with RR3D, balancing innovation with classic RR gameplay. They're even working to sign some big-name bands to the soundtrack (the first Road Rash rocked to the rhythms of Soundgarden), but nothing was set at press time. But if all the pieces of RR3D come together in the next few months, EA has a winner headed for the finish line. ■



This shot from an unfinished version of Road Rash 3D shows a Techgeist gang member trailing a Cafe Boy as they both swerve around an oncoming car.



A map of Road Rash 3D's interconnected gang headquarters and tracks.

Biker Gangs

Techgeists: Racing pros. Less into violence, more into tight control and racing. Based in a canyon region because they love tough turns. Will fight, but not as much as others.

Duelies: Sit back and ride big Harley-style cruisers. Have huge acceleration, but don't handle turns well, so prefer rolling hills. Don't necessarily start fights, but finish them.

DeSades: Based in the city. Ride tough "rat" bikes that take tons of abuse. Race kamikaze style; just blow through obstacles. Pesky riders—will fight anytime.

Cafe Boys: Into fast, flashy racing bikes; love both the speed and looking good. The bike's an accessory.

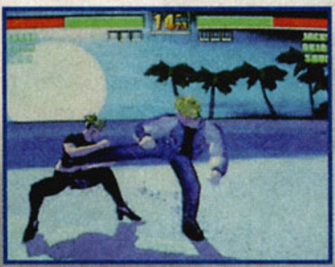
The 1997 Amusement Machine Show: The Year of the Cobra

New hardware systems and a few solid titles highlight this year's show.

By Ken Ogasawara and Major Mike

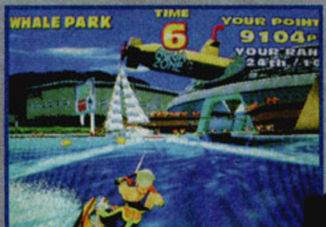
Fewer games were on display at the 35th Annual Amusement Machine Show (AMS) in Tokyo, but Sega, Capcom, Taito, and Namco still featured some strong titles, while Konami and SNK debuted playable titles on new hardware systems.

Superior Showing


Virtua Fighter 3 TB features three-on-three tag-team fighting.

Sega featured the best selection of arcade games with Virtual On 2, Virtua Fighter 3 TB, and Water Ski. VO2 drew the biggest crowds with its awesome graphics (unlike Virtual On, which was riddled with breakup), courtesy of the Model 3 arcade board. The controls were also excellent and enabled gamers to easily perform special moves. New for VO2 were throw moves and four Virtuaroids.

Virtua Fighter 3 didn't receive the major overhaul some fans were expecting, but it now incorporates a three-player team-battle format as in The King of Fighters where you select any three fighters (you can even select the same character three times). And while you can't switch characters during a fight (as in SFIII), some of your character's energy is restored if you win the round. VF3TB has also been rebalanced so some of the weaker characters are now stronger, and new moves have been added.



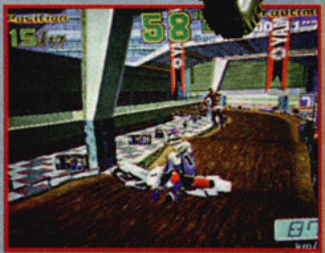
Water Ski is one of Sega's dedicated arcade-cabinet games.

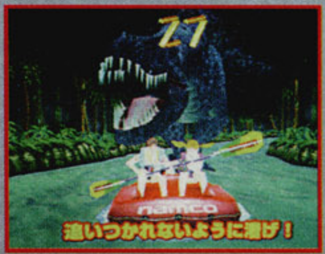
Specialized cabinet games made up the rest of Sega's AMS lineup. Ski Champ, Sega Water Ski, Scud Racer Plus, and Sega Touring Car International drew big crowds. The most uniquely designed cab, however, was Get Bass. It featured a fishing pole that you could pick up and move from side to side as you played.

Namco Goes for Nice

The Namco booth lacked its usual excitement this year, with its best offering being a motorcycle game, Motocross Go! (by the team that created Suzuka 8 Hours and Cybercycles). The controls, however, get gamers into the action as you must lean your bike to the left or right and move the handlebars to turn your ride.

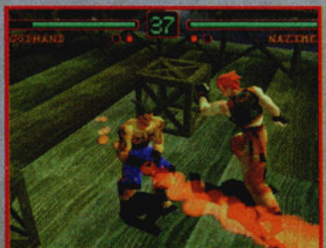
Namco is trying to appeal to the dating crowd with Rapid River, a one- or two-person paddle game where you sit in a rubber dinghy (that moves with the onscreen action) and paddle a double-sided oar. The game's fun to play, but it can get very tiring. For example, when you're about to get pulled into a whirlpool, you have to paddle like mad to escape it.


Motocross Go! was the best game at the Namco booth.



Rapid River provides excitement—and a good workout.

Namco's ballyhooed Ehrgeiz (God Bless the Ring), a title developed by Square and Dream Factory, turned out to be disappointing. While similar to Tobal's Quest mode, the controls in the show version were definitely awkward: Blocking high attacks required you to do nothing, but blocking low attacks required a button press. Performing special attacks was also awkward: Your opponent could easily be pummeled to death with fireballs, or, if the move was timed right, could even be juggled to death.


Despite the creative talents of Square and Dream Factory, Ehrgeiz was disappointing.

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How will you survive Final Fantasy VII? ... Uprising demo

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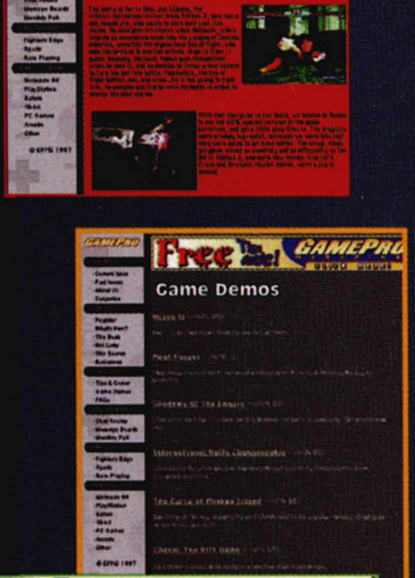
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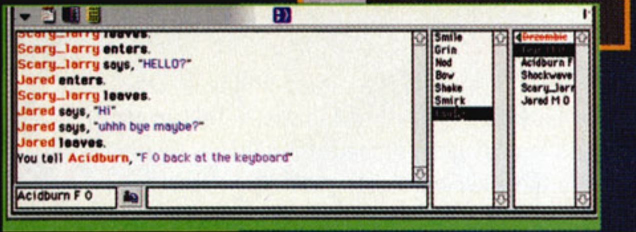
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"

Acidburn F 0

Smile
Grin
Nod
Bow
Shake
Smirk
Acidburn F
Shockwave
Scary_larr
Jared M 0

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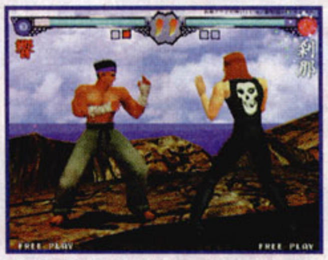
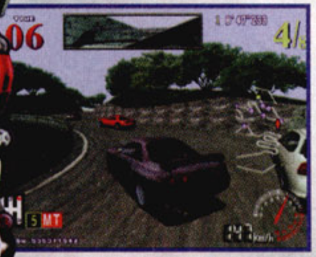
The Cobra Strikes


Fighting Wu-Shu was graphically superior to VF3 and Tekken 3.

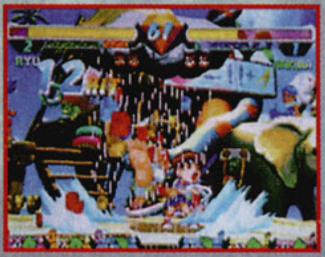
Konami finally revealed two playable games running off its mega-hyped Cobra arcade hardware. The fighting game Fighting Wu-Shu featured superb graphics that easily rival those of VF3. However, the controls in the show version were imprecise, and the moves weren't much different from those in VF3 or Tekken 3. Hopefully this will be corrected in the final product. However, Wu-Shu had one truly innovative feature—its "learning A.I." The computer records the fighting style of a high-scoring human player and then uses that fighting style at random on other human players.


Konami's Racing Jam uses the new Cobra arcade board.

Konami's Racing Jam also used the Cobra arcade board. Jam features three cars from six different Japanese auto manufacturers, each suited for a particular course. However, advanced drivers can change the car's default setting and tune the car to their liking.

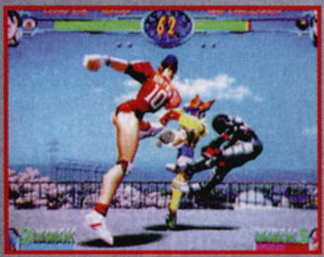
Konami also showed the space-shooter Solar Assault, which uses the same power-up system as the Gradius series, except you play via a behind-the-ship view. And even though you fly in a visually spectacular 3D field, dodging incoming shots is difficult because it's hard to judge your distance to other objects. While Solar's fun to play, it's also frustrating because one hit can destroy your ship.

Second Impact


Super-deformed characters from Super Puzzle Fighter II Turbo duke it out in Super Gem Fighter.

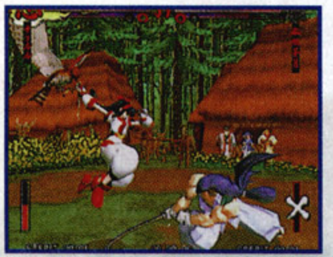
Capcom's main attraction was Street Fighter III: 2nd Impact. Impact introduces two new characters to the lineup along with redrawn special effects, new fighting stages, and new moves. One of the new characters, Hugo, looks like Andre from the Final Fight series, and the other newcomer, Urien, fights like the boss character Gill.

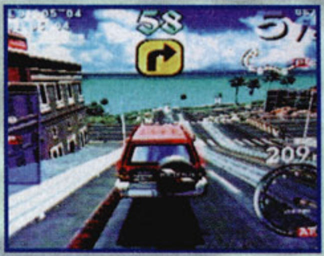
Super Gem Fighter was Capcom's other 2D fighting title featuring super-deformed versions of certain characters from Street Fighter, Darkstalkers, and WarZard (which wasn't released in the U.S.). The excellent backgrounds featured cameo appearances by popular Capcom characters.


Rival Schools: United by Fate features tag-team brawling.

Rival Schools: United by Fate was another fighting game with Street Fighter EX Plus-style graphics. Rival uses a team-battle format, but you're restricted to choosing two or three characters from a unique school. There are five schools to choose from, and each team has unique combo attacks. For example, when the Sports High School Volleyball and Baseball fighters team up, the volleyball fighter throws the opponent into the air and spikes him toward her partner who then hits him for a home run.

Disappointing Shodown

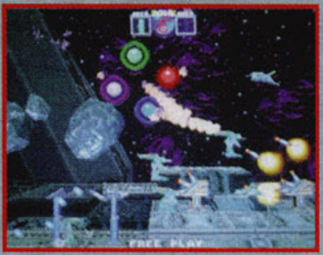

Samurai Shodown goes 3D, but the Hyper Neo Geo 64 doesn't do the series justice.


SNK's Round Trip RV showed off the graphics capability of the Hyper Neo Geo 64.

SNK's foray into 3D polygon graphics with its new Hyper Neo Geo 64 arcade board was less than spectacular. SNK's flagship title, Samurai Shodown, which was running on the new board, had excellent computer-generated opening cinemas, but the gameplay graphics were disappointing. Diehard Shodown fans may like the game, but it didn't match up well against other 3D fighting titles.

Round Trip RV was a better effort for the Hyper Neo Geo, featuring smooth graphics with no pop-up problems. Now, if only there weren't so many racing games...

More Taito Shooters


G Darius Ver. 2 was the show's only side-scrolling shooter.

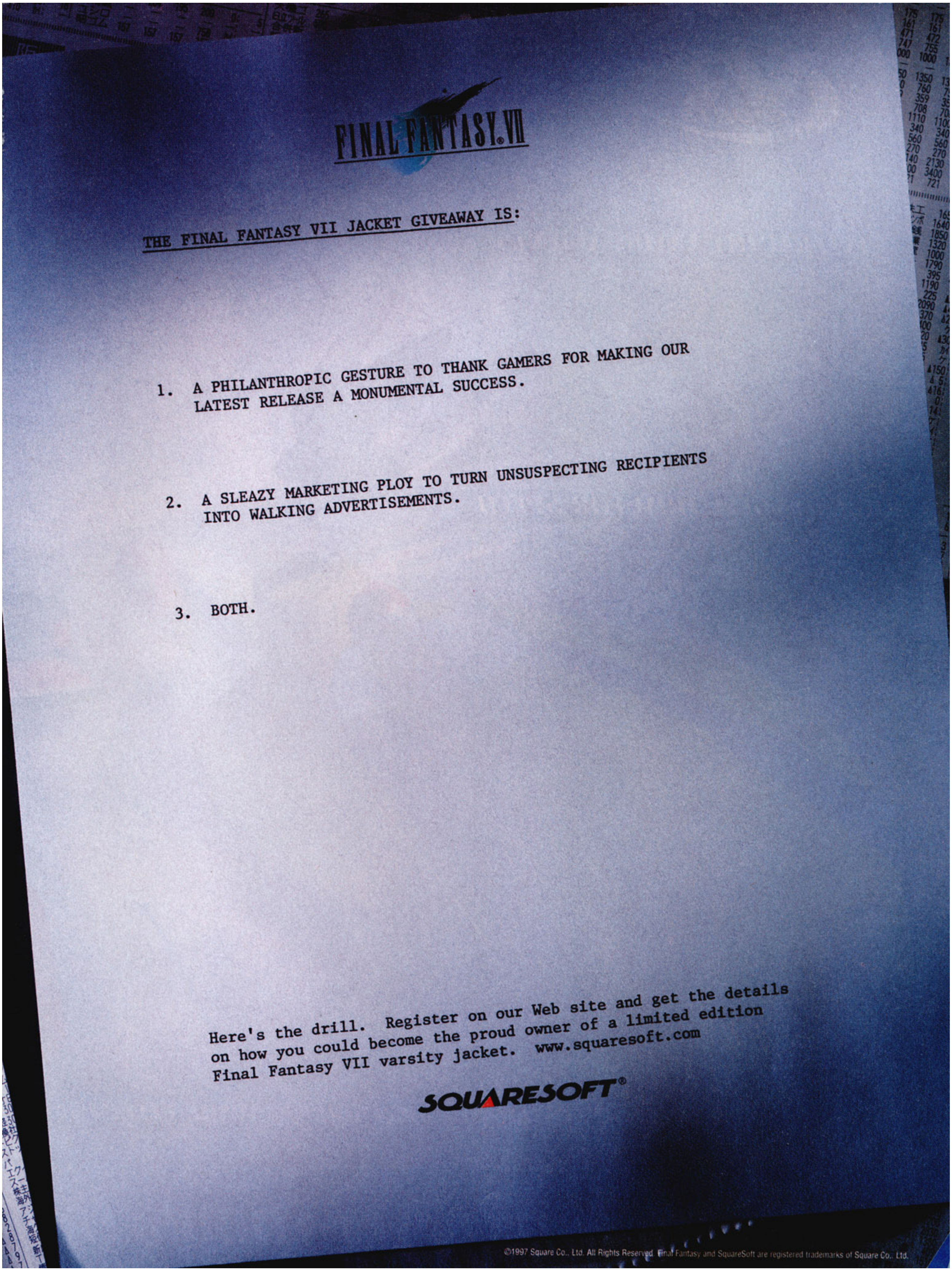
Taito's main attraction was G Darius Ver. 2, another 2D side-scrolling shooter that featured two modes of play: one for experts and one for beginners. In the expert mode, you fly through five stages, and when you die, your power-up rank goes to zero. The beginner mode contains only three stages, but when you die, your power-up level goes down only one in rank.

MK4 and Rampage

The U.S. didn't score well at AMS. Midway's Mortal Kombat 4 and Rampage World Tour were there, but didn't attract much attention. In the past, American games have had trouble cracking the Japanese arcade market (Mortal Kombat and Killer Instinct are almost nonexistent in Japan), so it should be interesting to see if these titles can get a foothold.

Wrap-Up

Overall, the show was a disappointment—unlike the AOU Show last spring where Tekken 3 and Street Fighter III made their debut. However, the new hardware platforms from Konami and SNK should hopefully provide some killer titles this year. G



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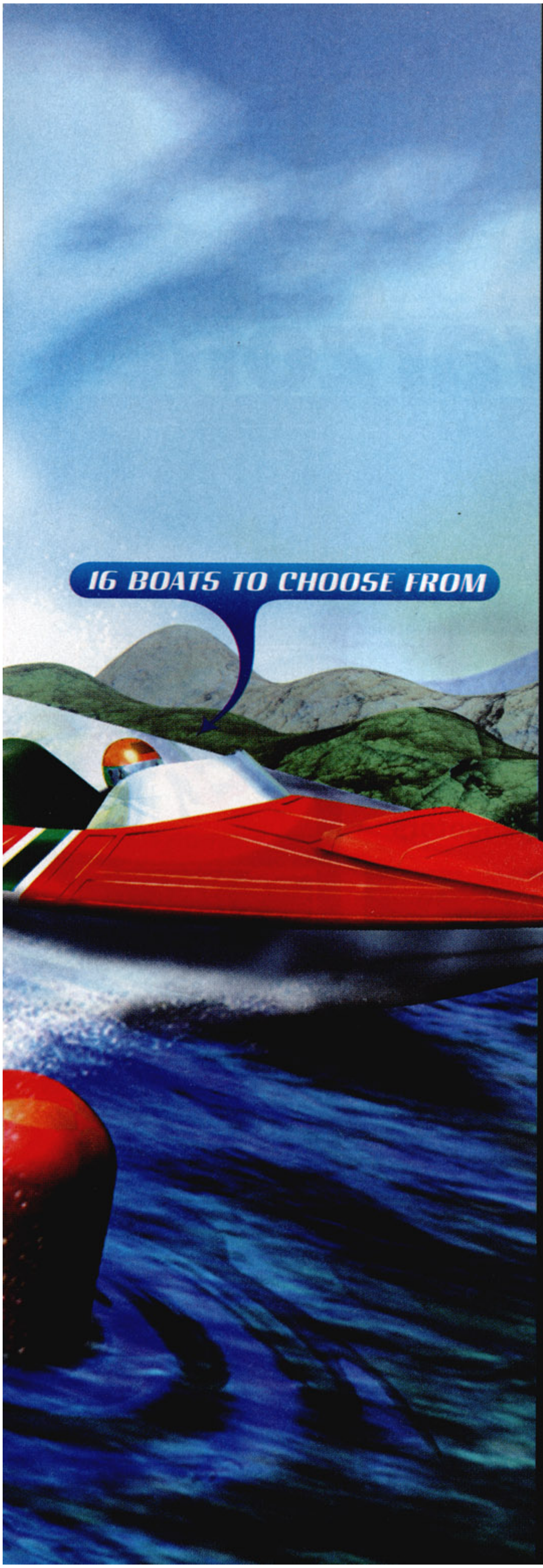

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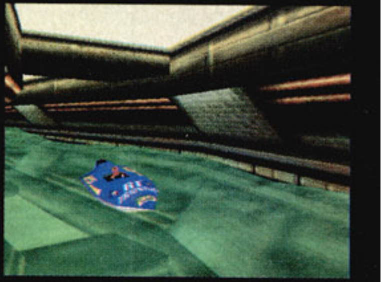

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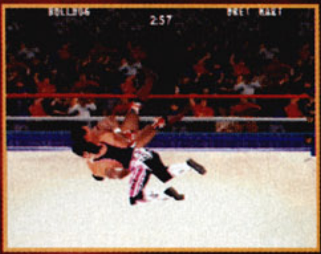
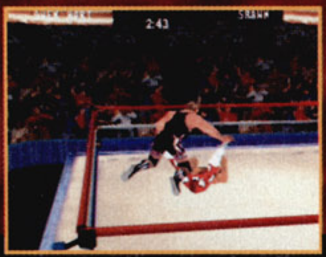
WWF Warzone

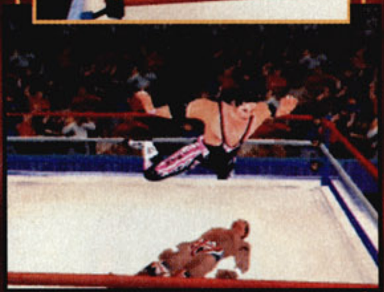
Nintendo 64

By "Stone Cold" Johnny Ballgame



Hell in the Cell





Acclaim is trying to follow the WWF's motto—"Anything can happen"—in Warzone. Wrestlers will come out of nowhere and bum-rush you during your match, causing you to lose. This forces you into a feud with the weasel who whacked you, setting up a series of gimmick matches with weapons or a ladder, or in a steel cage. The game also includes one- to four-player tag-team battles and Royal Rumble modes for fans looking to kick and clothesline more than one opponent at a time. If Warzone continues this level of development, it could give WWF fans the kind of Raw wrestling action and realistic ringside rowdiness they've been craving.

Developed by Sculptured Software
Published by Acclaim
Available May
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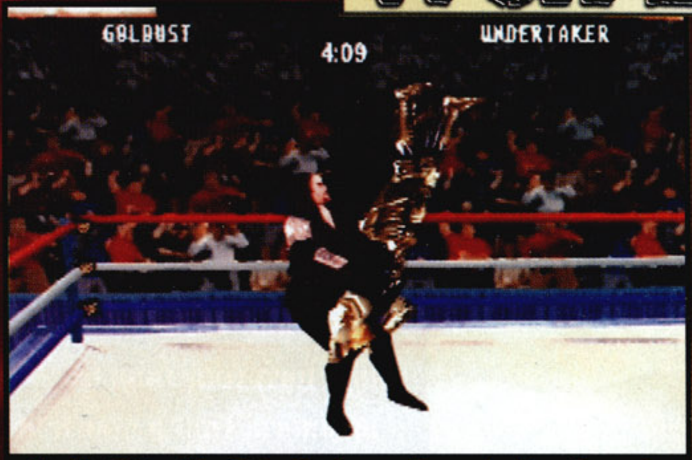
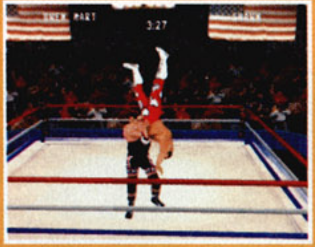


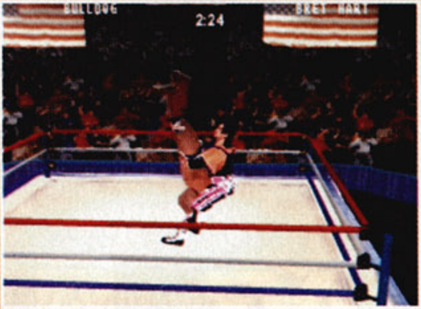
The World Wrestling Federation is muscling up for its main-event match on the N64, hoping to make its competition "rest in peace."

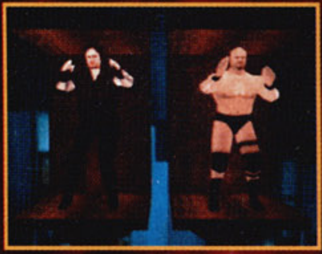
Shamrock and Sharpshooters

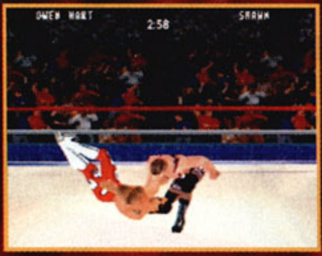


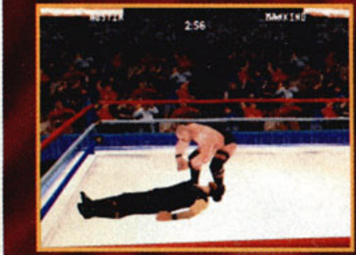
WWF Warzone features 13 of wrestling's best known high-flyers and freaks. Ken Shamrock, the Undertaker, Bret Hart, Owen Hart, Goldust, Ahmed Johnson, Mankind, Faarooq, the British Bulldog, Rocky Maivia, Hunter Hearst-Helmsley, Shawn Michaels, and "Stone Cold" Steve Austin are included, along with over 300 authentic wrestling moves from the Sharpshooter to the Curtain Call.

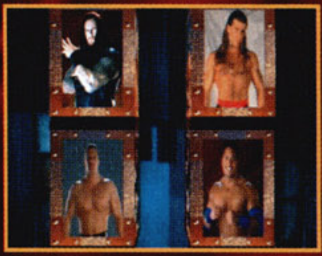
Warzone also includes a create-a-wrestler mode where you can create and train custom grapplers to compete for the championship. This is an awesome option for wrestling fans because not only can you create yourself, you can also create your favorite wrestlers from the past, like Ricky Steamboat and "Superfly" Snuka, to see how they would fare against today's top stars in the squared circle.

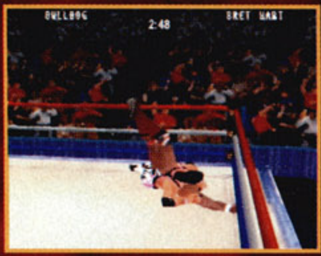










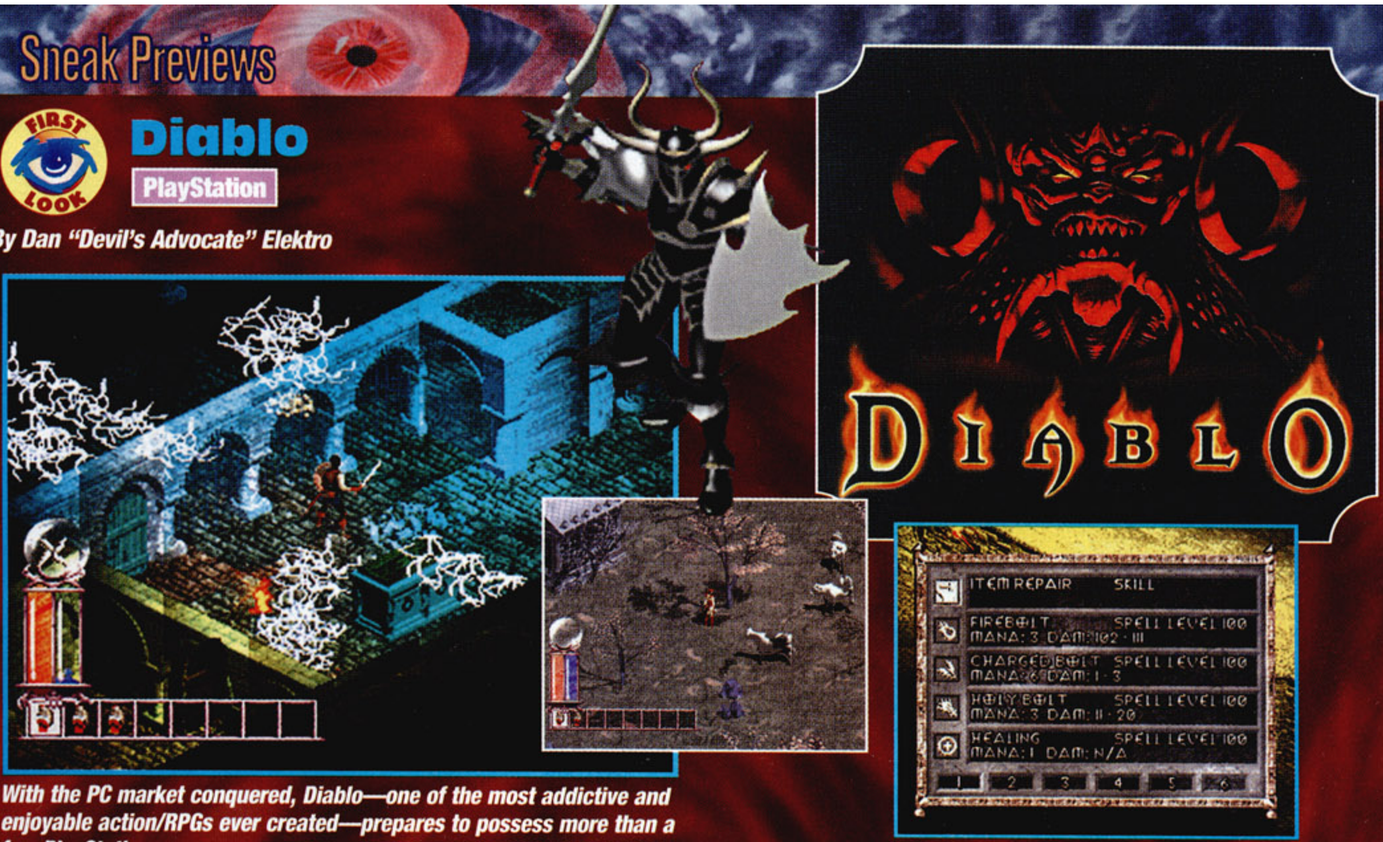


FIRST LOOK

Diablo

PlayStation

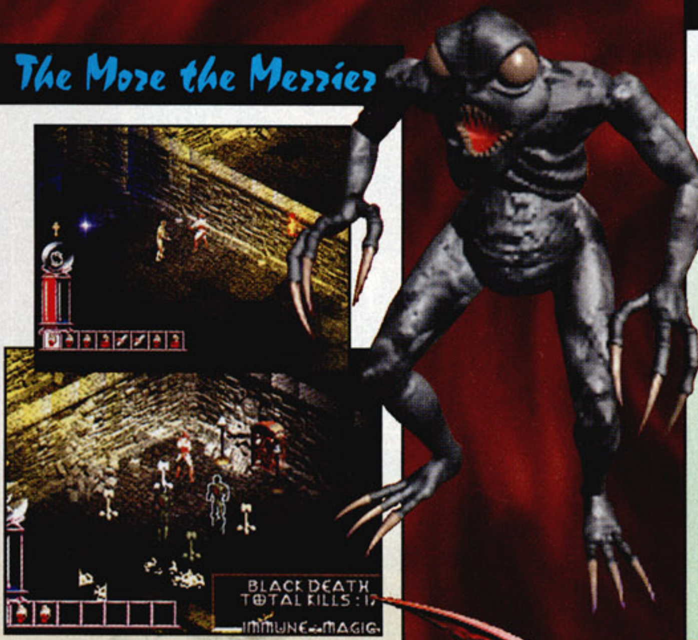
By Dan "Devil's Advocate" Elektro



ITEM REPAIR SKILL
FIREBOLT SPELL LEVEL 100
MANA: 3 DAM: 102 - 111
CHARGED BOLT SPELL LEVEL 100
MANA: 6 DAM: 1 - 3
HOLY BOLT SPELL LEVEL 100
MANA: 3 DAM: 11 - 20
HEALING SPELL LEVEL 100
MANA: 1 DAM: N/A
1 2 3 4 5 6

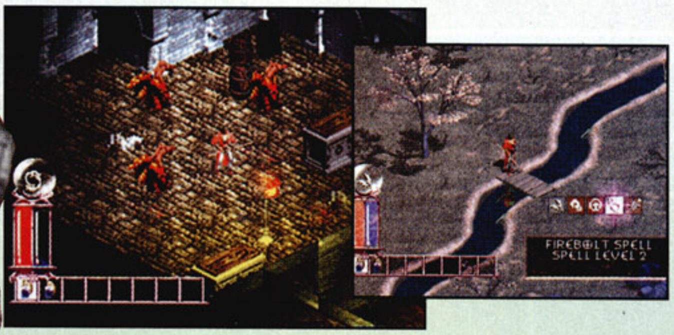
With the PC market conquered, Diablo—one of the most addictive and enjoyable action/RPGs ever created—prepares to possess more than a few PlayStations.

The More the Merrier



The PC game's multiplayer options helped make it a monster hit, so EA has promised to incorporate a two-player split-screen mode for PlayStation dungeon double-teams. Improved lighting effects and larger characters are also on the company's slate of improvements. Characters can be saved and reused in later adventures—and thanks to the game's randomly generated quests, treasures, and level architecture, no two quests will ever be the same.

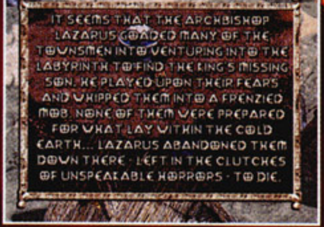
To Hell and Back...Maybe



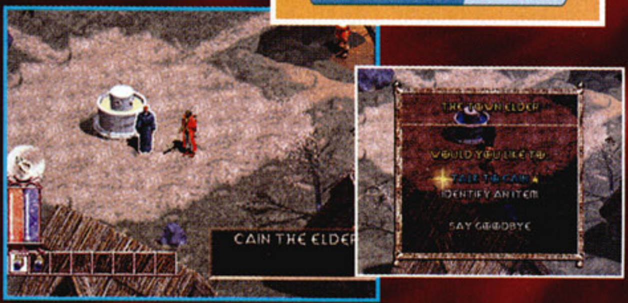
If you didn't surrender all your free time to Diablo last year, here's the perfect opportunity to give yourself over to the lord of the underworld. Take on the persona of a warrior, rogue, or sorcerer and explore the city of Tristram's catacombs, caves, and dungeons—some of which go a lot deeper than you might be ready to handle. Skeletons, demons, and 100 other types of belligerent fairy folk await as you merrily hack and slash your way through 16 levels toward the ultimate showdown with Diablo himself.

Developed by Climax Enterprises
Published by Electronic Arts
Available March

60% COMPLETE



IT SEEMS THAT THE ARCHBISHOP LAZARUS GOADED MANY OF THE TOWNSMEN INTO VENTURING INTO THE LABYRINTH TO FIND THE KING'S MISSING SON. HE PLAYED UPON THEIR FEARS AND WHIPPED THEM INTO A FRENZIED MOB. NONE OF THEM WERE PREPARED FOR WHAT LAY WITHIN THE COLD EARTH... LAZARUS ABANDONED THEM DOWN THERE - LEFT IN THE CLUTCHES OF UNSPEAKABLE HORRORS - TO DIE.



THE TOWN ELDER
WOULD YOU LIKE TO:
TALK TO CAIN
IDENTIFY AN ITEM
SAY GOODBYE

Elric

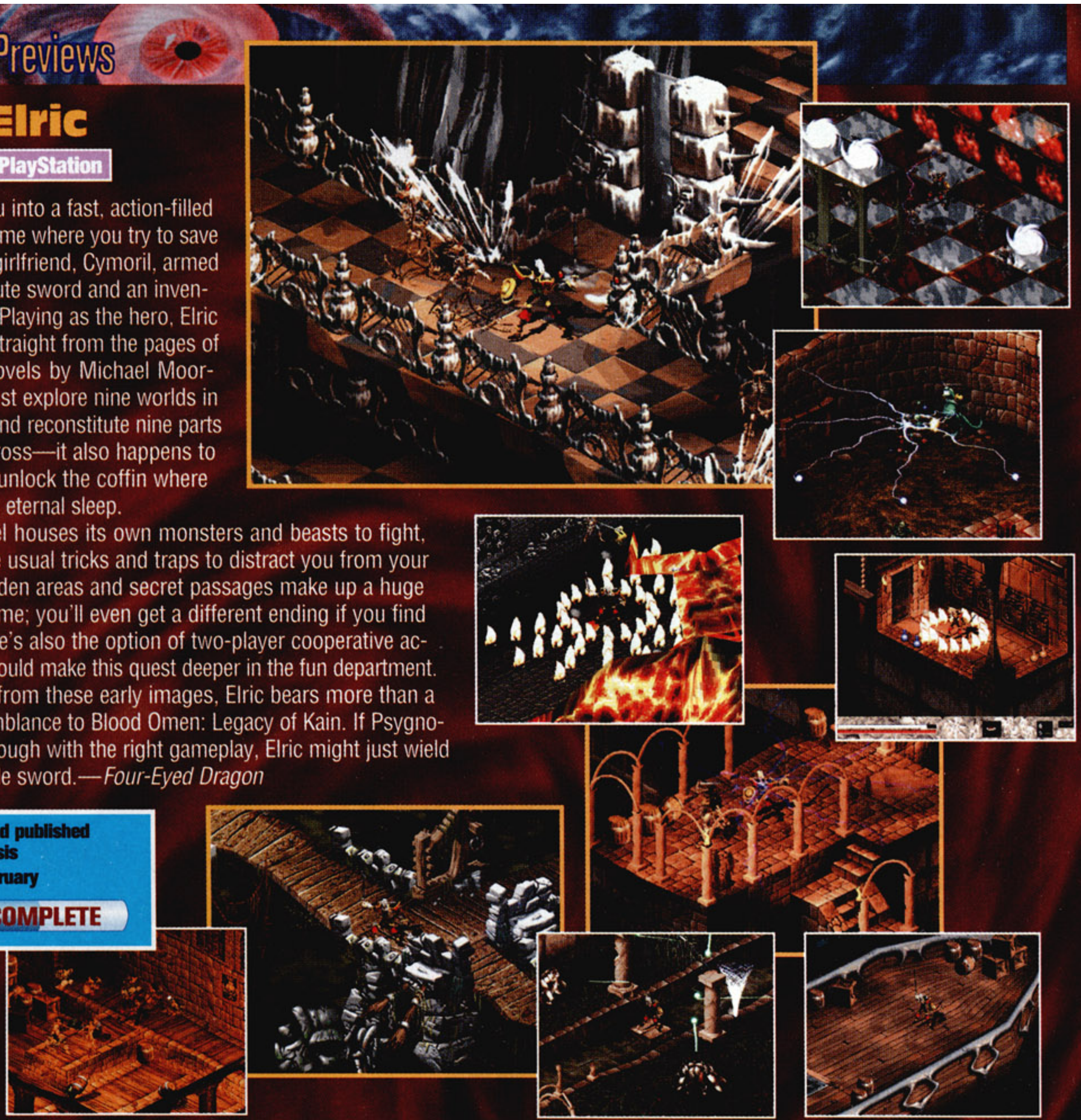
PlayStation

Elric drops you into a fast, action-filled beat-em-up game where you try to save your beloved girlfriend, Cymoril, armed only with a brute sword and an inventory of spells. Playing as the hero, Elric (who comes straight from the pages of the fantasy novels by Michael Moorcock), you must explore nine worlds in order to find and reconstitute nine parts of a broken cross—it also happens to be the key to unlock the coffin where Cymoril lies in eternal sleep.

Each level houses its own monsters and beasts to fight, along with the usual tricks and traps to distract you from your objective. Hidden areas and secret passages make up a huge part of the game; you'll even get a different ending if you find them all. There's also the option of two-player cooperative action, which should make this quest deeper in the fun department.

Judging from these early images, Elric bears more than a passing resemblance to Blood Omen: Legacy of Kain. If Psygnosis comes through with the right gameplay, Elric might just wield an unstoppable sword.—*Four-Eyed Dragon*

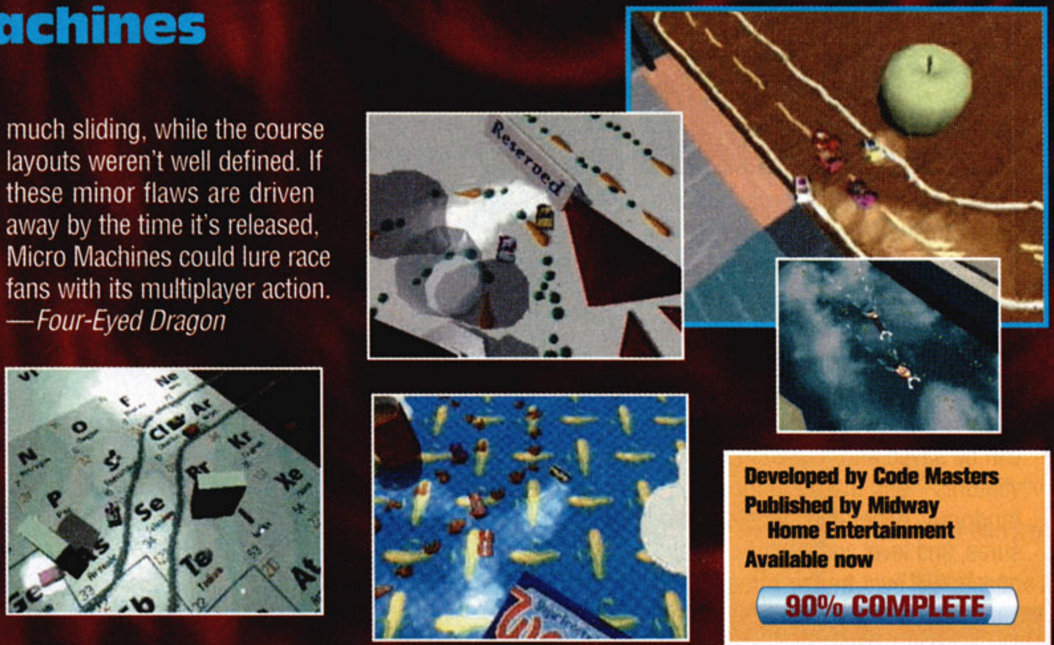
Developed and published by Psygnosis
Available February
60% COMPLETE



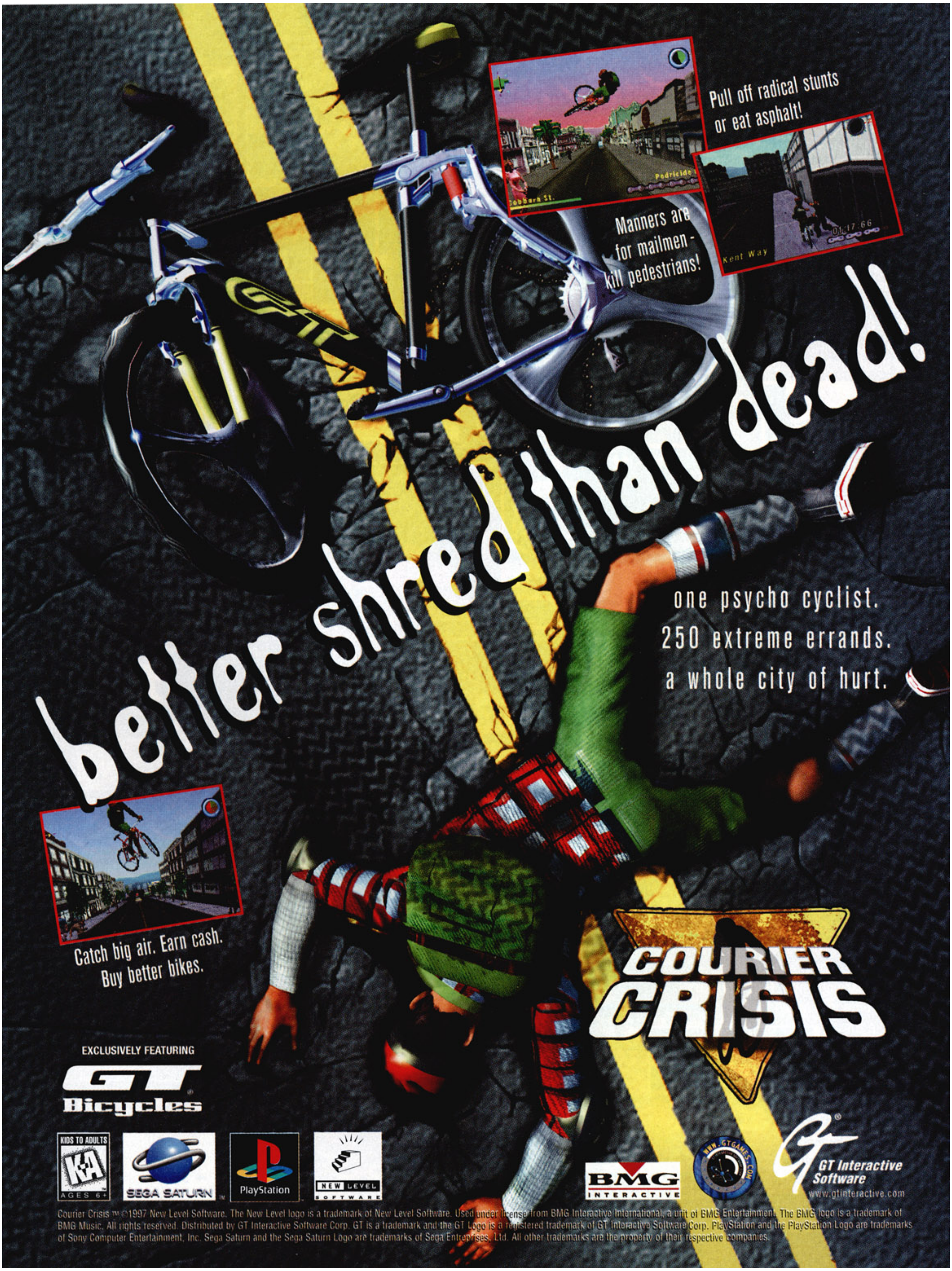
Micro Machines

PlayStation

A retro top-down racer, Micro Machines won't be heading to the starting line to take on the latest and greatest racing sims or kart games. Just as the title suggests, you race miniature vehicles ranging from sports cars to boats in a variety of obstacle-laden settings. This upgraded version of MM, which was originally released for the SNES, offers smoother graphics, explosive weapons, and a plethora of multiplayer options. In this early version, the handling was a bit tough, with too much sliding, while the course layouts weren't well defined. If these minor flaws are driven away by the time it's released, Micro Machines could lure race fans with its multiplayer action. —*Four-Eyed Dragon*



Developed by Code Masters
Published by Midway Home Entertainment
Available now
90% COMPLETE


Pull off radical stunts or eat asphalt!
Manners are for mailmen - kill pedestrians!
better shred than dead!
one psycho cyclist.
250 extreme errands.
a whole city of hurt.
Catch big air. Earn cash. Buy better bikes.
COURIER CRISIS
EXCLUSIVELY FEATURING
GT Bicycles
KIDS TO ADULTS
K-A
AGES 6+
SEGA SATURN
PlayStation
NEW LEVEL SOFTWARE
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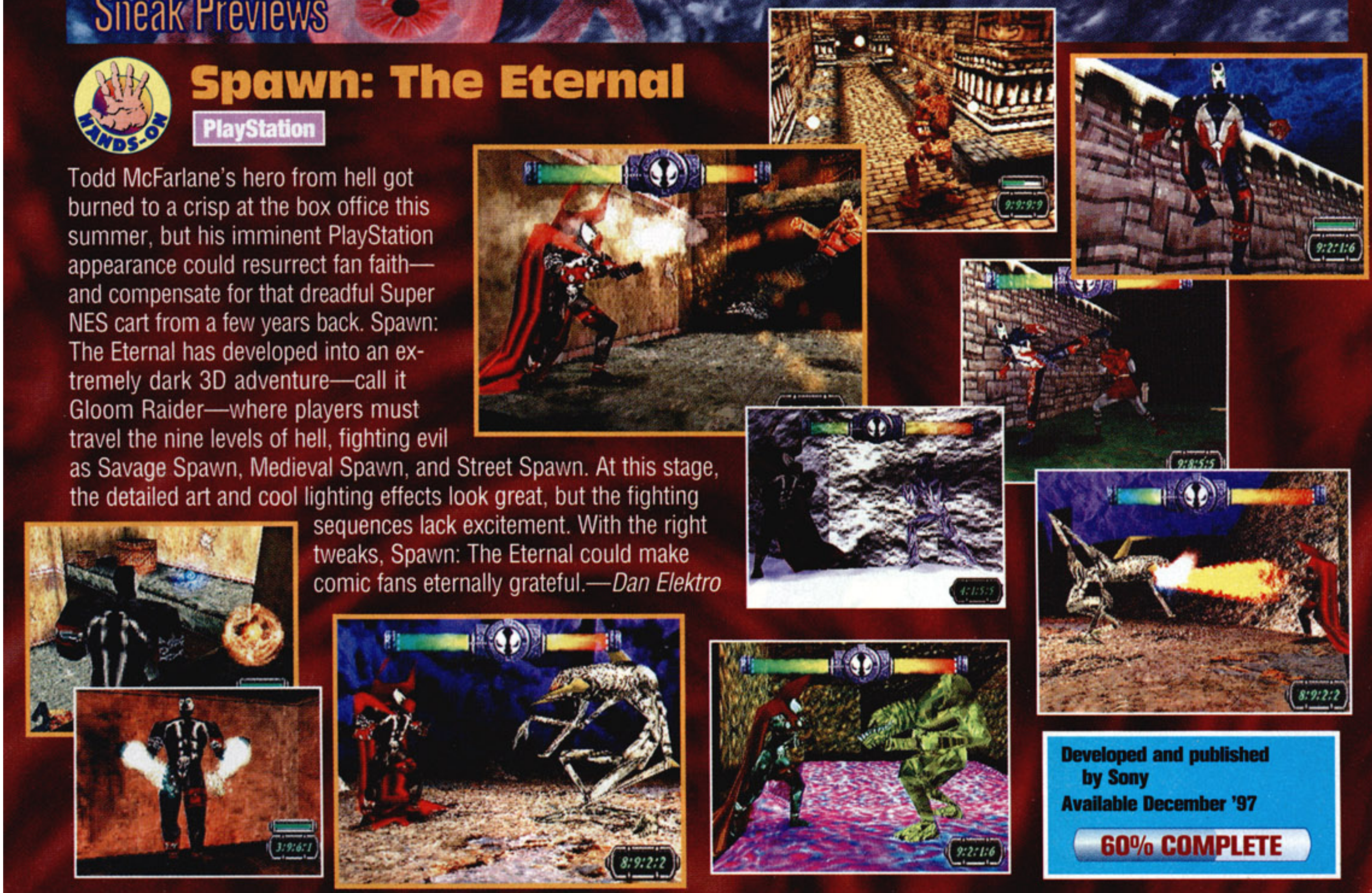
Spawn: The Eternal

HANDS-ON

PlayStation

Todd McFarlane's hero from hell got burned to a crisp at the box office this summer, but his imminent PlayStation appearance could resurrect fan faith—and compensate for that dreadful Super NES cart from a few years back. Spawn: The Eternal has developed into an extremely dark 3D adventure—call it Gloom Raider—where players must travel the nine levels of hell, fighting evil as Savage Spawn, Medieval Spawn, and Street Spawn. At this stage, the detailed art and cool lighting effects look great, but the fighting sequences lack excitement. With the right tweaks, Spawn: The Eternal could make comic fans eternally grateful.—*Dan Elektro*



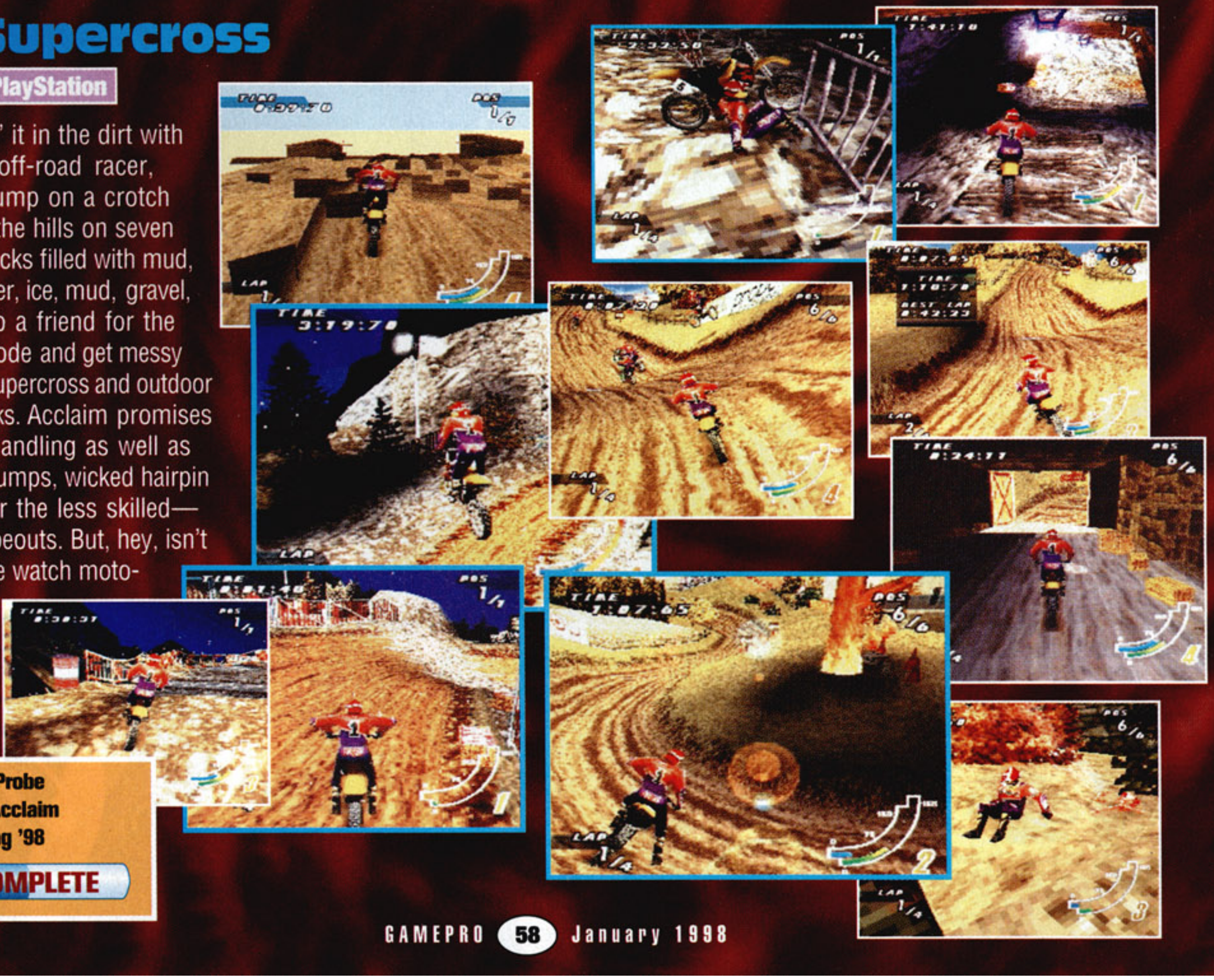
Developed and published by Sony
Available December '97
60% COMPLETE

Supercross

FIRST LOOK

PlayStation

Acclaim's doin' it in the dirt with its upcoming off-road racer, Supercross. Jump on a crotch rocket and hit the hills on seven international tracks filled with mud, sand, mud, water, ice, mud, gravel, and mud! Grab a friend for the split-screen mode and get messy on both arena supercross and outdoor motocross tracks. Acclaim promises realistic bike handling as well as death-defying jumps, wicked hairpin turns, and—for the less skilled—spectacular wipeouts. But, hey, isn't that why people watch motocross in the first place? —*Bad Hare*



Developed by Probe
Published by Acclaim
Available Spring '98
60% COMPLETE

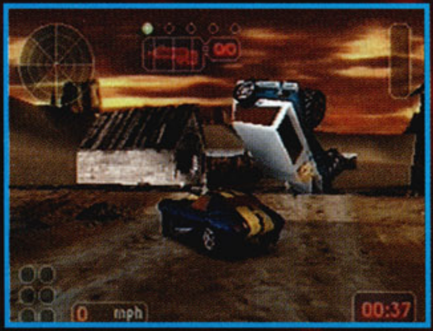
FIRST LOOK

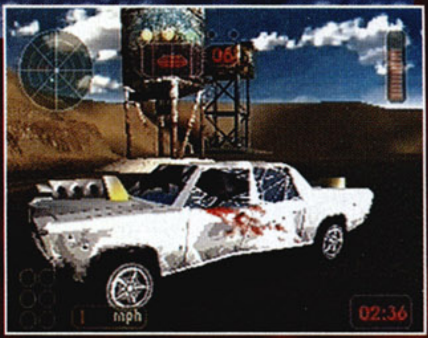
Vigilante 8

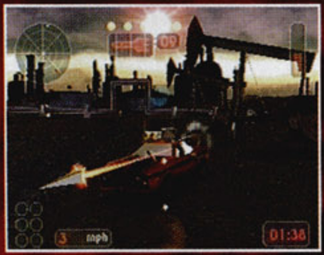
PlayStation

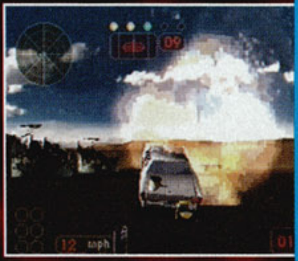
No wonder car insurance is so high. Activision is releasing Vigilante 8, yet another game in the densely populated combat/driving genre. Although the company says it isn't Interstate 76 for the PSX, the game has a definite funky '70s feel to it. It will also feature 12 fully 3D battle arenas with completely destructible environments and a dozen pumped-up, ammo-intense cars. Blast a bud in the two-player mode or fight against the game's ramped-up A.I. as you cruise through the Southwest. The game will also feature a new 3D graphics engine, so be prepared for actual environmental scarring, car-crash realism, and heavy-duty 3D explosions. Exercise your right to bear harm this March.

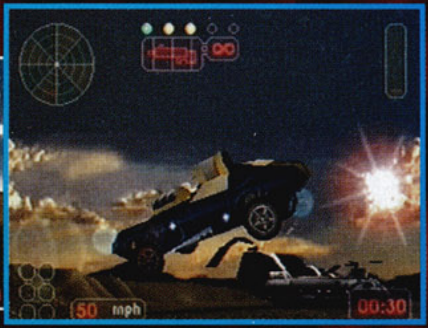
—*Scary Larry*

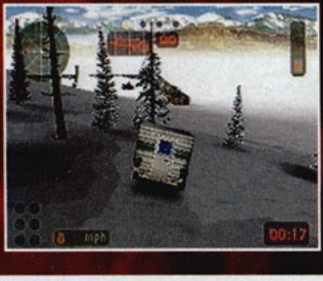


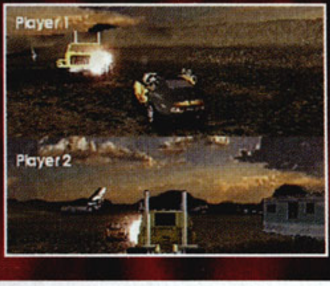


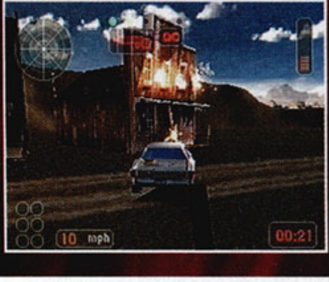












Developed and published by Activision
Available March
50% COMPLETE

Shipwreckers!
PSYGNOSIS
PlayStation

T h e u p s i d e :
WENCHES.
T h e d o w n s i d e :
THE PLANK.

The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers! Life on the high seas at its swashbuckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psygnosis.com and enter the Shipwrecker's Treasure Quest Sweepstakes.

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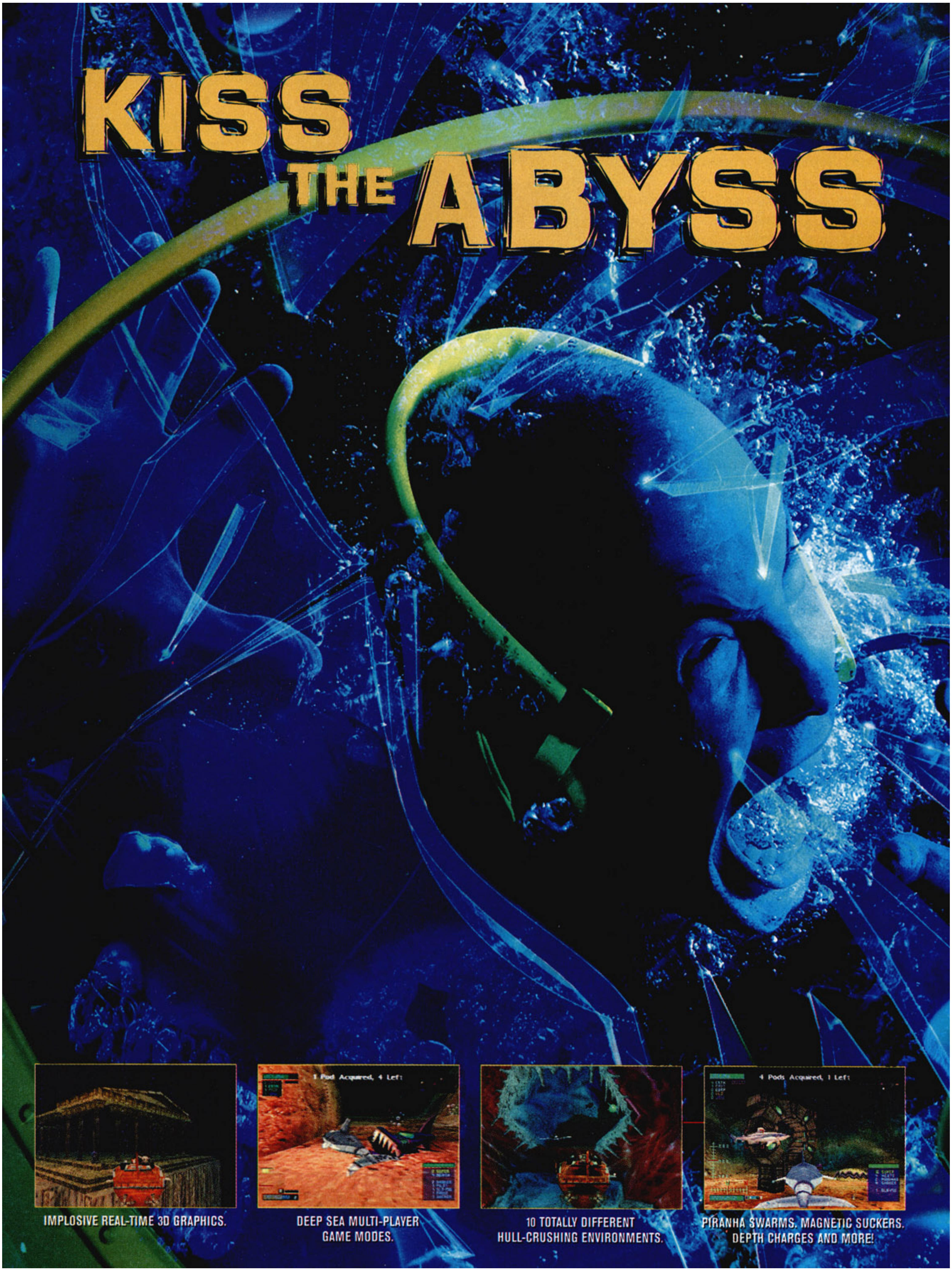
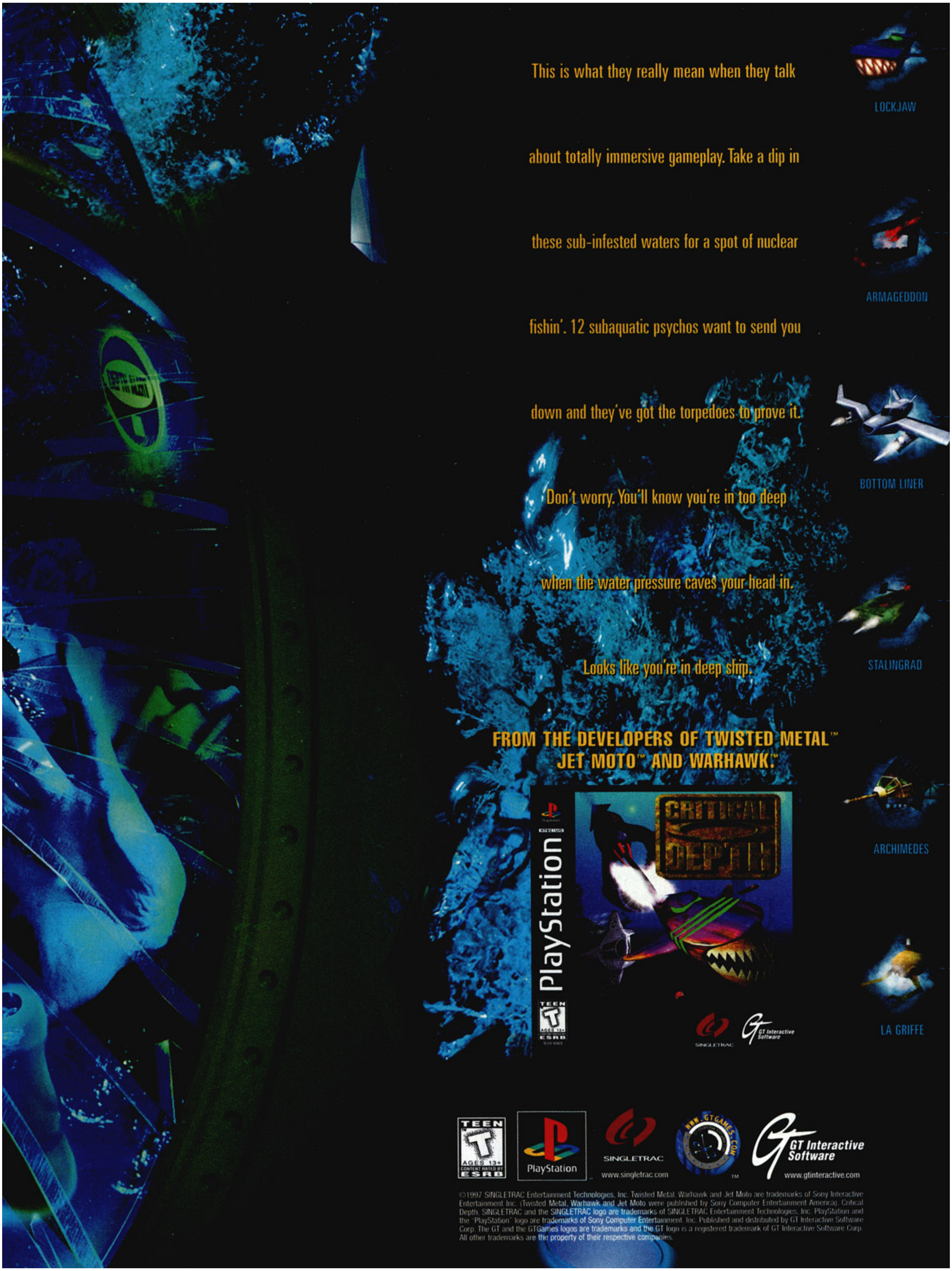

KISS
THE ABYSS
1 Pod Acquired, 4 Left
4 Pods Acquired, 1 Left

IMPLOSIVE REAL-TIME 3D GRAPHICS.

DEEP SEA MULTI-PLAYER GAME MODES.

10 TOTALLY DIFFERENT HULL-CRUSHING ENVIRONMENTS.

PIRANHA SWARMS. MAGNETIC SUCKERS. DEPTH CHARGES AND MORE!


LOCKJAW
ARMAGEDDON
BOTTOM LINER
STALINGRAD
ARCHIMEDES
LA GRIFFE
PlayStation
CRITICAL DEPTH
TEEN
SINGLETRAC
GT Interactive Software

This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it. Don't worry. You'll know you're in too deep when the water pressure caves your head in.

Looks like you're in deep ship.

FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.™

TEEN AGES 13+ CONTENT RATED BY ESRB

PlayStation

SINGLETRAC
www.singletrac.com

WWW.GTGAMES.COM ™

GT Interactive Software
www.gtinteractive.com

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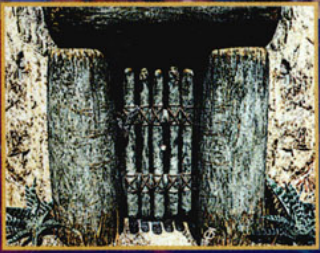
PC GamePro REVIEW

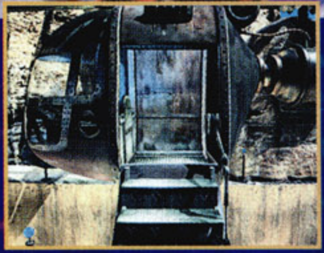
Riven: The Sequel to Myst

Win 95, Mac
By Dr. Zombie

Myst addicts finally get a fix after a four-year withdrawal from compelling puzzles and compulsive gameplay with Riven, its 5-disc sequel. Riven retains the ambience of Myst, but new features, such as increased use of animation and live action footage, create even more believable environments. Does Riven exceed the expectations of the Myst faithful while offering an inviting experience to newbies? Yes!



PROTIP: *You should always think three-dimensionally. Door's locked? Try crawling underneath.*

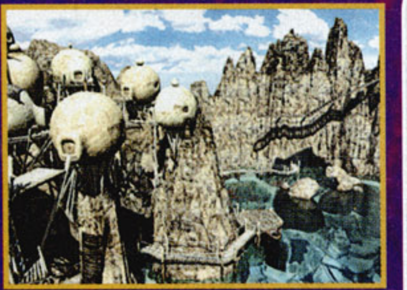


You go for a lot of joyrides in Riven. Does this vehicle remind you of the underground subway in Myst?

On the Road Again

You are directed by Atrus (the key proponent in Myst) to journey to the island of Riven to rescue his wife, Catherine, who has been imprisoned by his evil father, Ghen. You must solve a multitude of in-depth puzzles, in various shapes and formats, to find Catherine before the island destroys itself.

All action is viewed from a first-person perspective in gorgeously rendered illustrations simulating 3D environments. You explore by pointing/clicking on various items in each scene. Riven is a sensory experience heavily dependent upon its very detailed graphics and sound effects. This is a game best enjoyed with the lights off and the speakers cranked up. Although mesmerizing, the static graphics and sporadic animation beg a true 3D environment given current programming technology.



The world of Riven is as detailed and complex as its breathtaking graphics.

Riven's Riveting

Riven is a submersive, intellectual gaming experience that soothes and frustrates at the same time. Trigger-happy gamers may find Riven monotonous for all its action is conveyed in the thrill of discovery and exploration. The pace is calm, the gameplay has no time restrictions, and you don't risk dying if you make the wrong move; these, however, don't detract from Riven's unique, well-crafted, engrossing gaming experience. For a change of pace from Doom-like PC entertainment, and for fans of the original, this is a game not to be missed. G

Riven: The Sequel to Myst
By Red Orb Entertainment

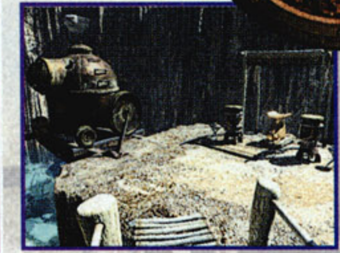
Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	5.0

Price not available
Available now
Puzzle/exploration
1 player
5 discs

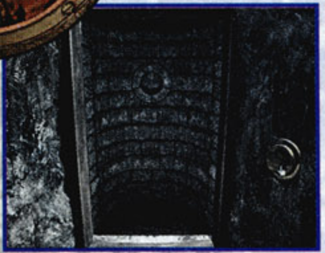
Challenge: High
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications (PC)
- Windows 95
- Pentium 100
- 16 MB RAM
- 17 MB hard disk
- CD-ROM

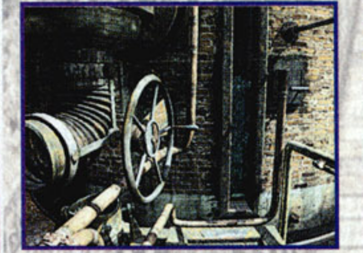
Minimum System Specifications (Mac)
- System 7.5
- 90 MHz Power PC
- 9 MB free RAM
- 65 MB hard disk
- CD-ROM



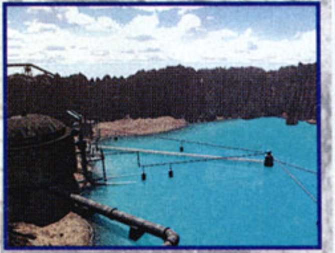
PROTIP: *Not everything you encounter serves a purpose. Some are essential while others are ornamental.*



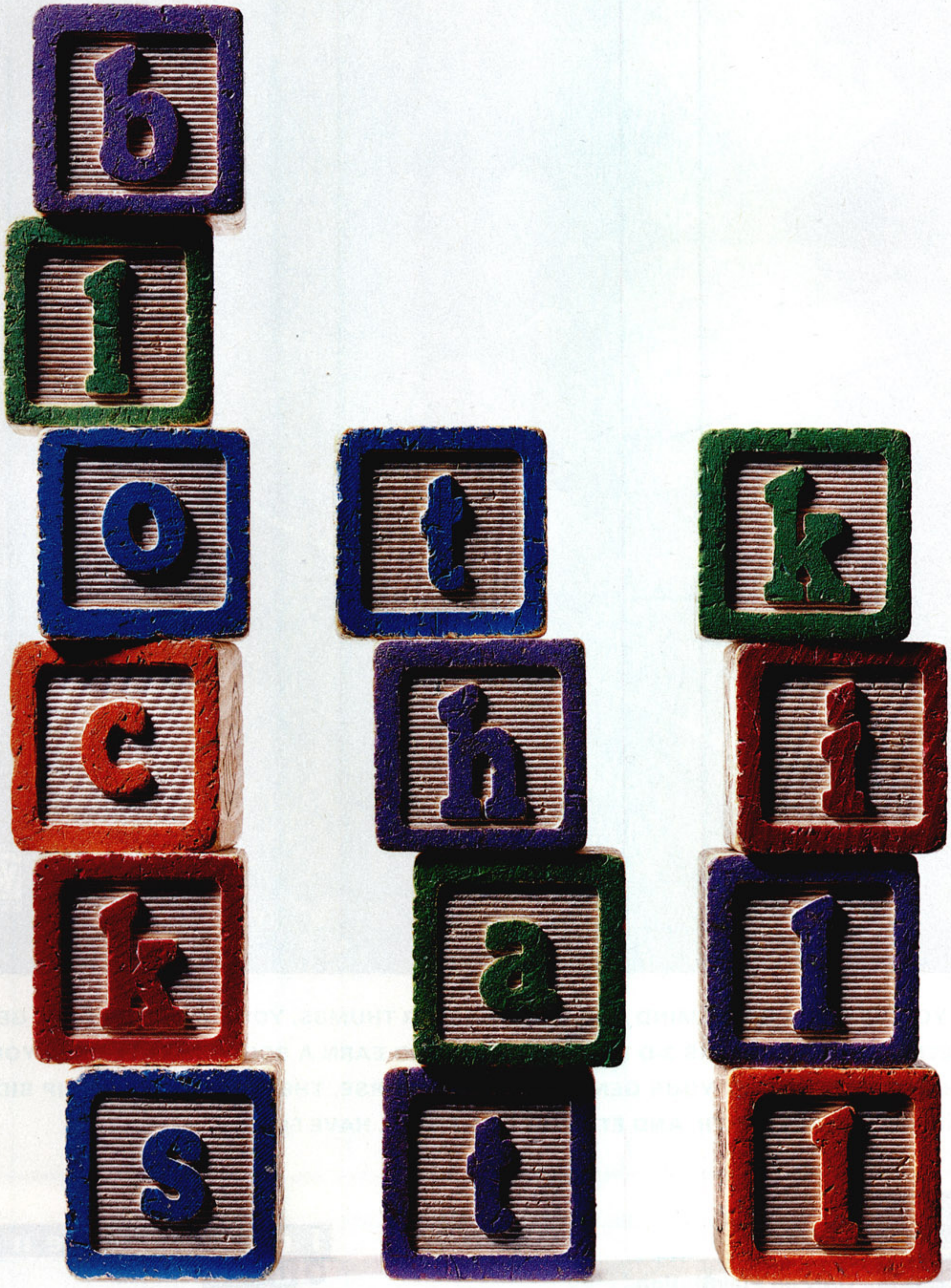
PROTIP: *At the first structure of the game, you enter the gold room by pressing the button to rotate the wall twice. Proceed outside and enter through the back door by crawling underneath the locked wooden gate.*

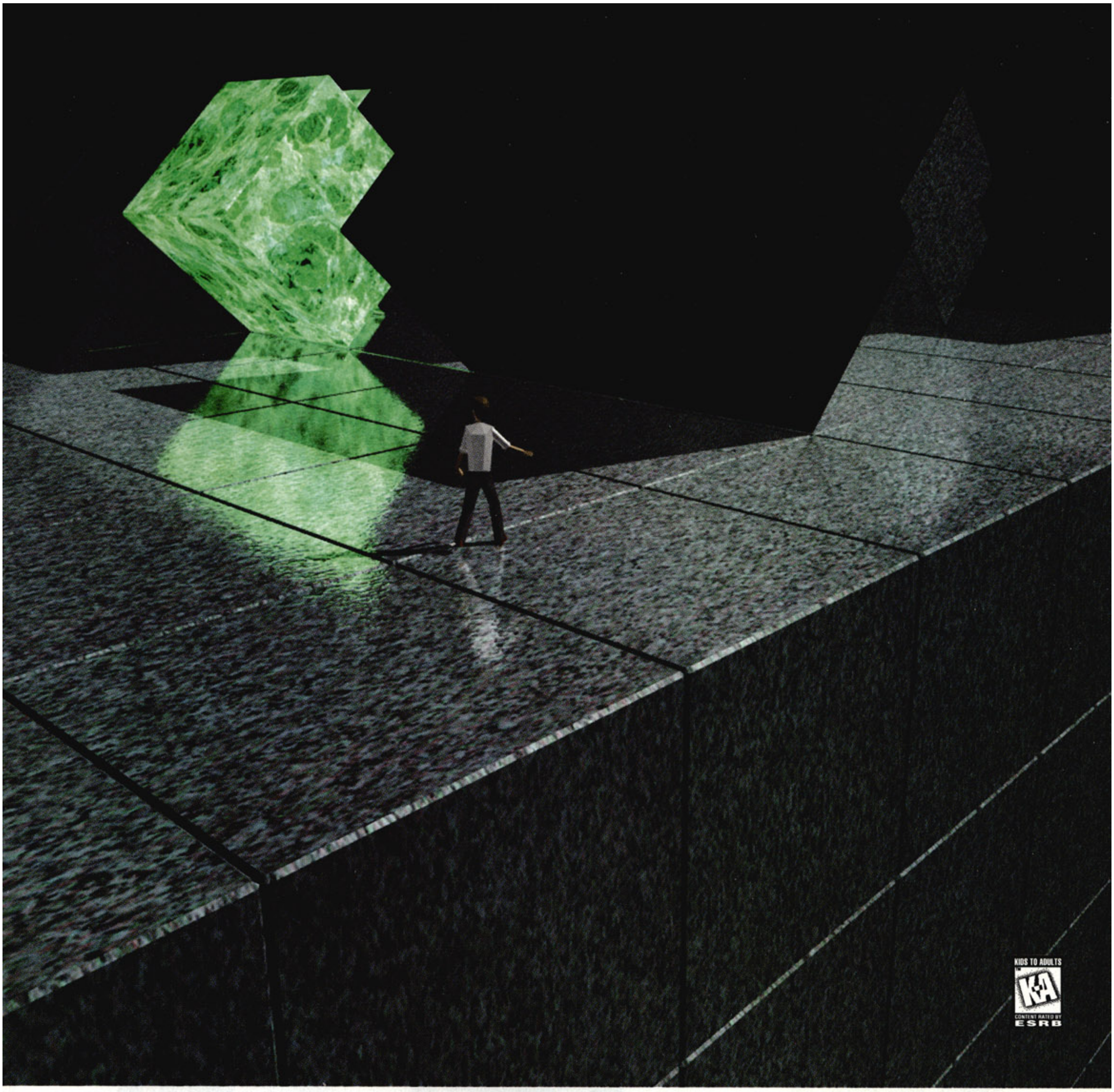


PROTIP: *To enter the boiler room, work the levers in sequence to turn off the furnace, drain the water, and raise the bridge inside.*



PROTIP: *The scenic panoramas are full of clues. Study the correlation between various structures and elements such as the pipes in this scene.*


blocks
that
kill



IF YOU'VE GOT A QUICK MIND AND EVEN QUICKER THUMBS, YOU CAN OUTWIT THE GEOMETRIC TERRORS IN THIS 3-D BRAIN TWISTER AND EARN A SCORE THAT'LL HAVE YOUR CHUMS KNEELING AT YOUR GENIUS FEET. OF COURSE, THERE'S ALWAYS A FLIP SIDE: FAILURE EQUALS DEATH. AND ETERNAL DUMBNESS. HAVE FUN.

PlayStation ™ **Only on PlayStation.**

Intelligent Qube ™

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X-MEN
The Ravages of Apocalypse

PC GamePro REVIEW

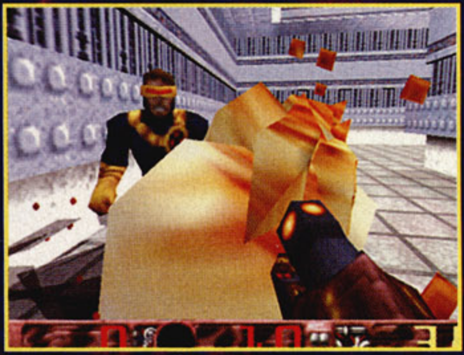
Win 95
By Boba Fatt

This total conversion for Quake has a certain novelty by letting you shoot your favorite X-Men. Unfortunately, there's nothing redeeming here beyond that concept.

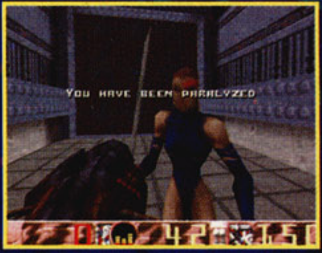
Graphical Ravages

Quake fans will Marvel at the plain levels. The X-Mansion never looked so boring—and the other levels make it look great. The programmers barely used textures, and some areas are uninhabited mazes.

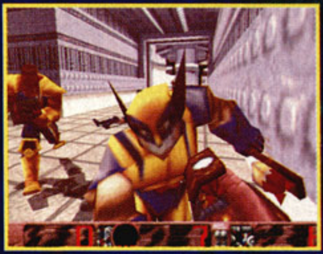
When you do encounter the X-Men (they're clones), they always start in the same showdown position. Each character has their trademark weapons, but only Wolverine reflects his character—and it's not much. You'll hoist uninspired weapons like a lightning gun and a flamethrower, while standard Quake control options apply. The sound is okay, but the characters grunt instead of speaking.



PROTIP: Always fight Cyclops up close to avoid his optic blasts, then fry him with the flamethrower.



PROTIP: Use machine guns to take out Psylocke from a distance to avoid being paralyzed.



PROTIP: When the X-Men team up on you, keep backing off and firing rockets.

X-Men: The Ravages of Apocalypse
By Marvel Interactive

Graphics	Sound	Control	Fun Factor
2.5	3.0	3.5	2.5

$24.99
Available now
Corridor shooter
16 players
2 episodes

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Minimum System Specifications
- Registered version of Quake required
- Pentium 75 or faster
- 16 MB RAM
- Double-speed CD-ROM drive or faster
- 100 MB hard disk space

X-treme Disappointment

If you're going to play X-Men Quake, you'd like to be one of the famed mutants—but for that, you must play multiplayer over a network or the Net, and even then you have to find other people with this conversion installed. Maybe you should just stick with regular Quake. G

DARK EARTH

PC GamePro REVIEW

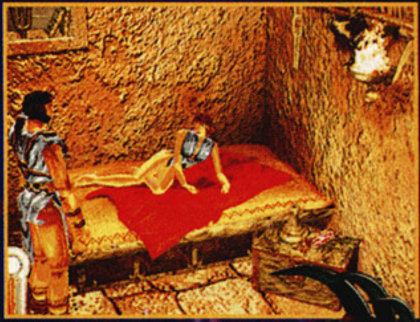
Win 95
By Boba Fatt

Despite some patience-trying flaws, Microprose's Dark Earth combines an exciting real-time adventure with crisp visuals and strong voice acting to produce a truly engaging quest.

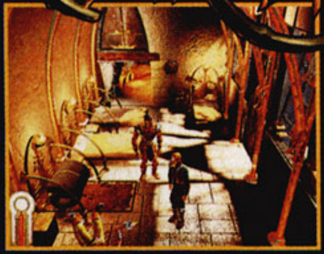
Into the Darkness

It's the 24th century. The planet has just emerged from 400 years of darkness. As Arkhan, you must foil a plot to plunge the world back into eternal night. The combination of polygonal characters with pre-rendered backgrounds results in realistic, gorgeous graphics. You're working against a fixed camera that can hide things, though.

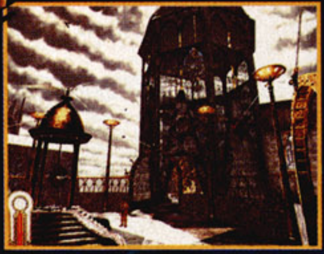
The controls are a bit hard to negotiate: You can't customize the gamepad, and the same button is used to strafe and run, making it hard to turn mid-stride. The obscure icons could use pop-up labels, and this game screams for a mapping system. The save points are also few and far between.



PROTIP: Listen carefully to everyone—you'll hear each conversation only once.



PROTIP: Much as you might like to explore these gorgeous backdrops, Dark Earth unfolds in real time—you must keep moving and on-track at all times.



PROTIP: After you're infected with the Darkness, pick up the axe from the fallen guard and use the save point on the wall.

Earthly Delight

Dark Earth doesn't push any envelopes—in fact, it doesn't even overcome the common pitfalls of its genre—but the engaging plot proves well worth the effort. Determined adventurers should check out this one, but be prepared to hack-n-slash through a learning curve. G

Dark Earth by Micropose

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.5

$48
Available now
Adventure
1 player

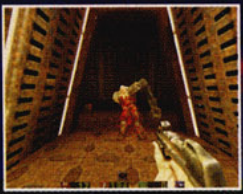
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

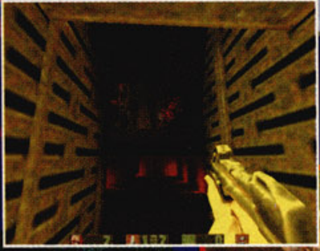
Minimum System Specifications
- Windows 95
- Pentium 75
- DirectX 3
- 8 MB RAM
- Quad-speed CD-ROM drive
- 40 MB free on hard drive
- SVGA graphics
- Mouse
- Sound card

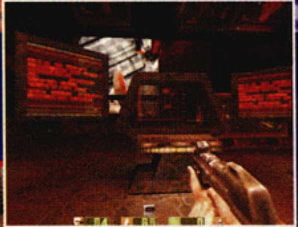
Quake II

Win 95

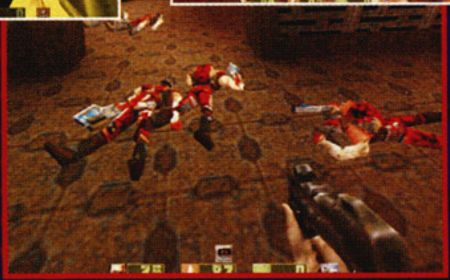
By Dan Elektro

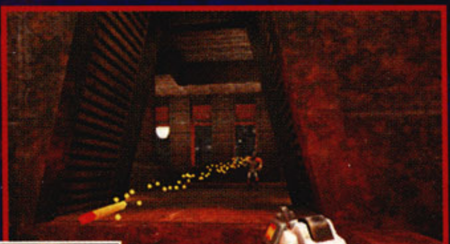






When is a sequel not a sequel? When the programmers of a zillion-selling PC megahit decide to start over from scratch. Developed by the pioneers at id Software, Quake II has almost nothing in common with the original Quake outside of the sure-to-sell-another-zillion-copies name. A brand-new engine runs brand-new levels covered in brand-new textures inhabited with brand-new enemies that you gleefully mow down with brand-new weapons. Well, okay—some old broomsticks like the chaingun and the BFG have returned, but you've never seen them like this before.





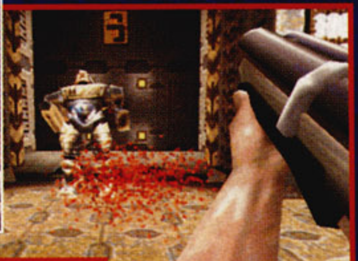
Two Intense

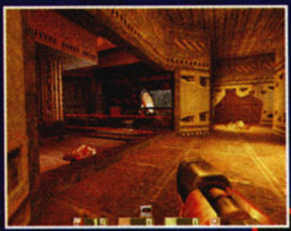
Since this truly is a completely different game, there are tons of new surprises. Graphics accelerators will be supported out of the box; the 3Dfx drivers are already implemented. The 16-bit color palette, transparency, and lighting effects really rock—you'll love the glow of gunfire and see-through surfaces. Machine guns recoil, bodies deteriorate as they accumulate damage, and corpses even attract flies. Just like the baddies from Jedi Knight, Quake II's enemies aren't stupid; if you shoot at them, they'll duck, dodge or throw up shields, then retaliate. This test version didn't have multiplayer capabilities, but the final will support at least—*at least*—32 players simultaneously.

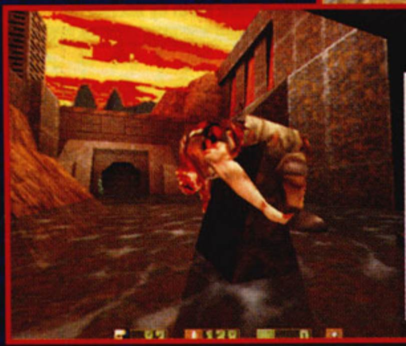
A Loyal Rumble

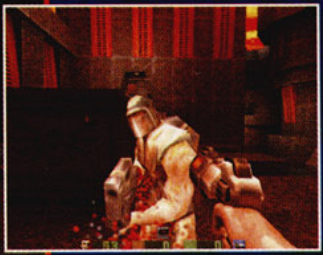
Quake II looks like it will retain everything that made the original great while branching out into exciting new territory. Download the latest version of Quake II from *www.gamepro.com* and try it out for yourself.

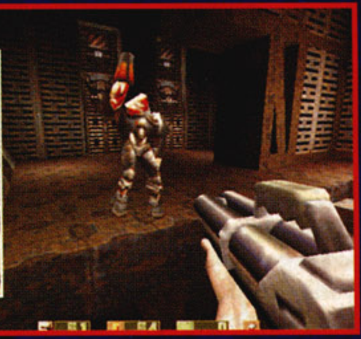
Developed by id Software
Published by Activision
Available now











OPEN
ALL NIGHT.
NO QUARTERS
NEEDED.

PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
ARCADE'S GREATEST HITS / THE MIDWAY COLLECTION 2
MIDWAY PRESENTS
ARCADE'S GREATEST HITS
THE MIDWAY COLLECTION 2
Joust 2 Survival of the Fittest
Splat!
BurgerTime
Blaster
Moon Patrol
Root Beer Tapper
Spy Hunter
MIDWAY

TOGETHER FOR THE FIRST TIME!
Blaster,™ BurgerTime,™ Joust® 2, Moon Patrol,™
Root Beer Tapper,™ Splat™ and Spy Hunter.™

PlayStation

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THE STREETS OF SAN FRANCISCO HAVE NEVER BEEN SO WILD! ATARI ROCKS RACING FANS WITH A DYNAMITE SEQUEL THAT BLOWS THE WHEELS OFF THE ORIGINAL RUSH.

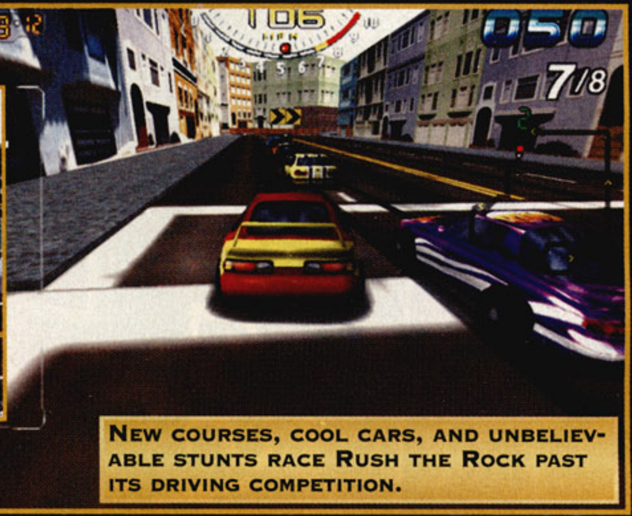
By Johnny Ballgame

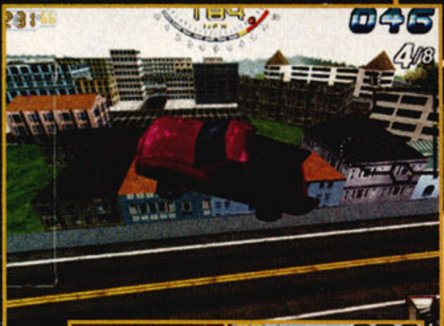
San Francisco RUSH THE ROCK ALCATRAZ EDITION

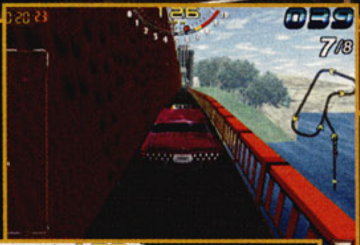
PUBLISHED BY ATARI
AVAILABLE NOW

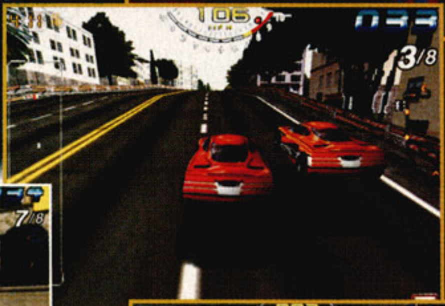
ADRENALINE RUSH

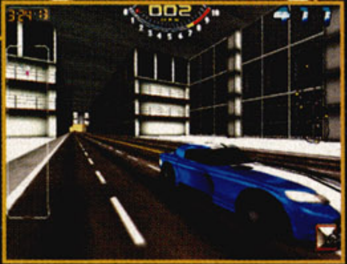
Rush explodes into arcades with seven tracks (three original, four new) loaded with high-speed collisions, shortcuts, and stunts. You drive off super jump-ramps, through corkscrews and loops, and even on a stunt course hidden in a mine. Other highlights include the new mirrored-track mode, driving on the painter's walkway on the Golden Gate Bridge, speeding through the cell blocks of Alcatraz, and catching extreme air in the heart of downtown San Francisco. If you thought the original Rush got your heart thumping, wait until you're two-wheel sliding into a jump headed straight through the heart of the legendary Rock.


NEW COURSES, COOL CARS, AND UNBELIEVABLE STUNTS RACE RUSH THE ROCK PAST ITS DRIVING COMPETITION.



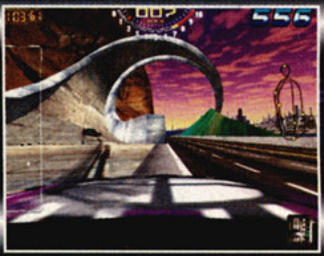


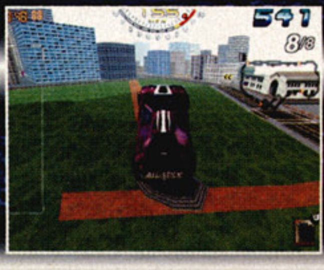


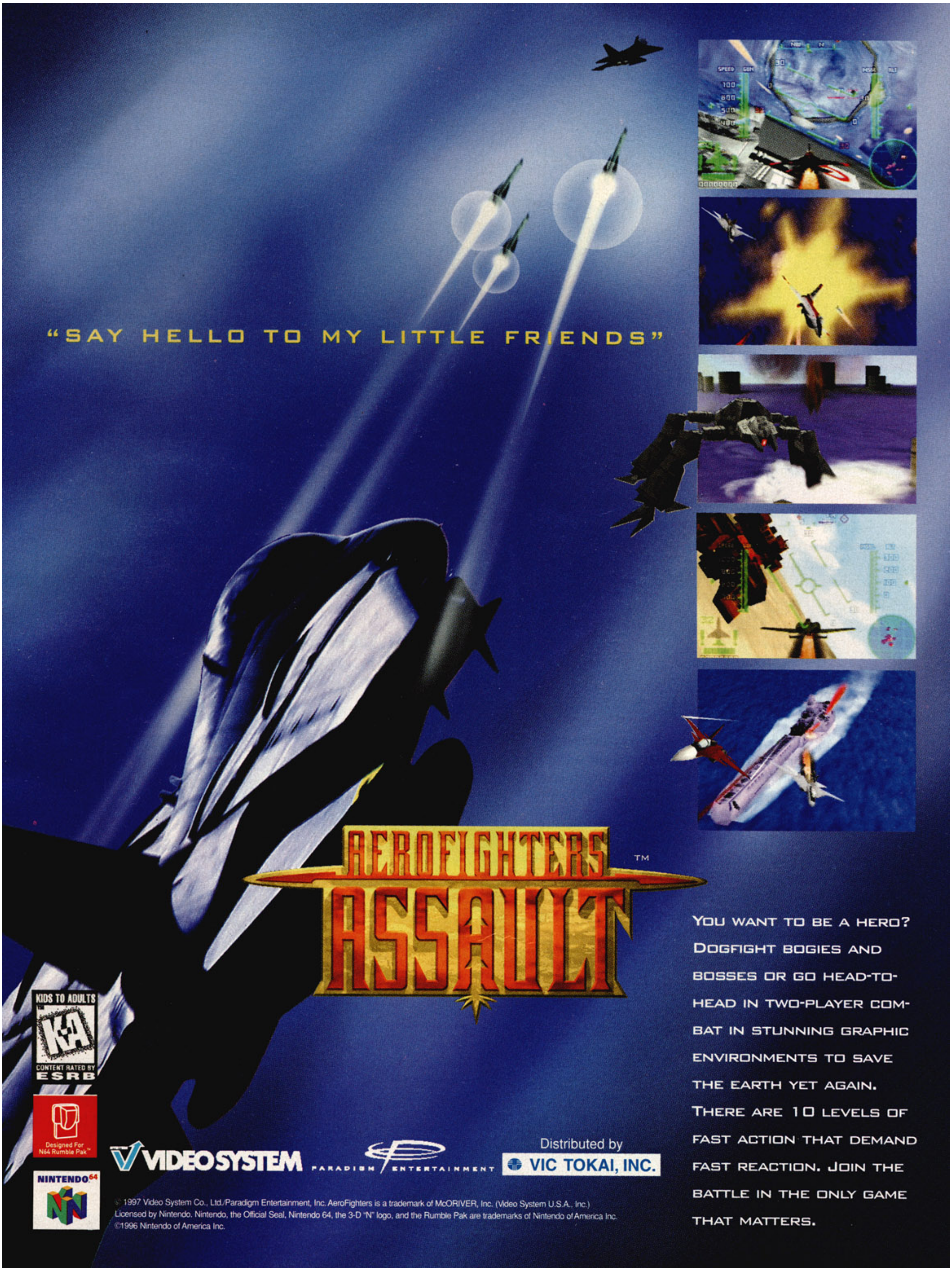


ROCK THE NIGHT AWAY

Drivers can choose from 12 vehicles (including a taxi, a bus, and a pickup) to raucously rush through San Francisco's best-known streets and landmarks, like the Embarcadero and the Transamerica Pyramid. But where Rush the Rock really thrives is in its multiplayer games. Up to eight machines can be linked, giving driving friends and foes alike the opportunity to slam into each other while performing unbelievable stunts and speeding toward the finish line. If you and your friends want fast-paced, crazy, and exciting times with a racing game, you can't get much better than San Francisco Rush the Rock: Alcatraz Edition.






"SAY HELLO TO MY LITTLE FRIENDS"
AEROFIGHTERS ASSAULT™
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
Designed For N64 Rumble Pak™
NINTENDO64
VIDEOSYSTEM
PARADIGM ENTERTAINMENT
Distributed by
VIC TOKAI, INC.

YOU WANT TO BE A HERO? DOGFIGHT BOGIES AND BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE ARE 10 LEVELS OF FAST ACTION THAT DEMAND FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.

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1st/8
RACE TIME
TIME
30
MANUAL

7th/8
RACE TIME
TIME
40

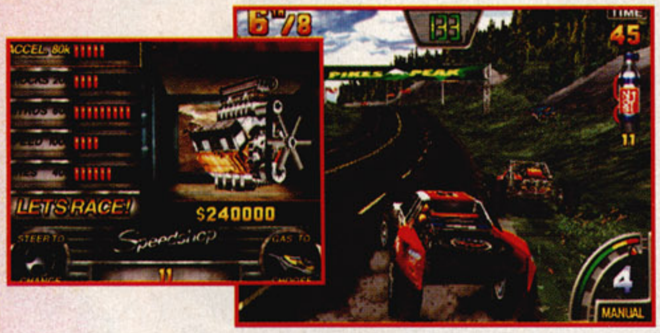
4th/8
RACE TIME
TIME
40
MANUAL

OFF ROAD CHALLENGE

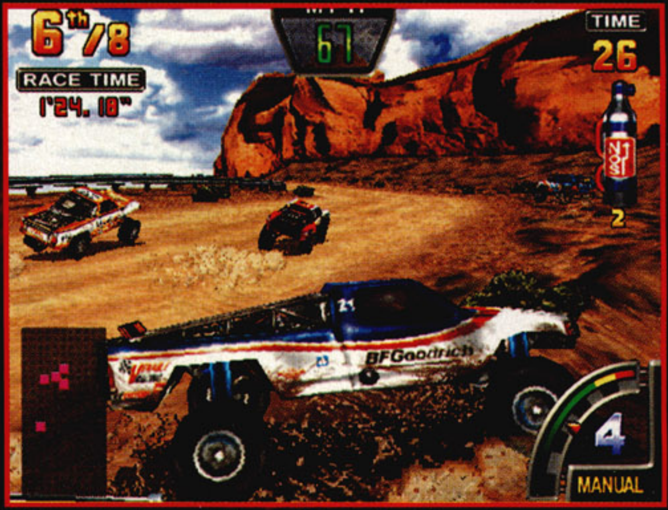
Bump and grind your way Off Road for fierce arcade racing fun.

By J. Boogie

Pay Dirt

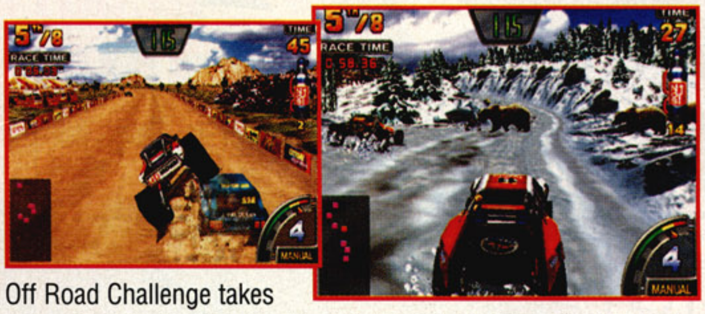

ACCEL 80k
LET'S RACE!
$240000
Speedshop
6th/8
TIME
45
PIKES PEAK
MANUAL

As you're racing through the mud and rocks, you'll see a host of bonus items along the track that can help you win the championship: Drivers can collect nitro, supernitro, an anti-crush helmet, and cash (which can be used in the speed shop between races to soup up your vehicle's shocks, acceleration, speed, and tires). Also adding to Off Road's fun and replay value is the ability to link up as many as four arcade machines for outrageous bump-and-bang multiplayer racing. Fans of four-wheelin' rowdy rides and the Cruisin' faithful looking for a little more bounce in their action should definitely line up and take a drive—Ivan Stewart style!


6th/8
RACE TIME
1'24.18"
61
TIME
26
NITRO
2
BFGoodrich
4
MANUAL

Off Road Challenge, Midway's latest nitro-charged racer, combines high speed, rough terrain, and monster trucks to drive arcade motorheads completely wild.

The Road Less Raced

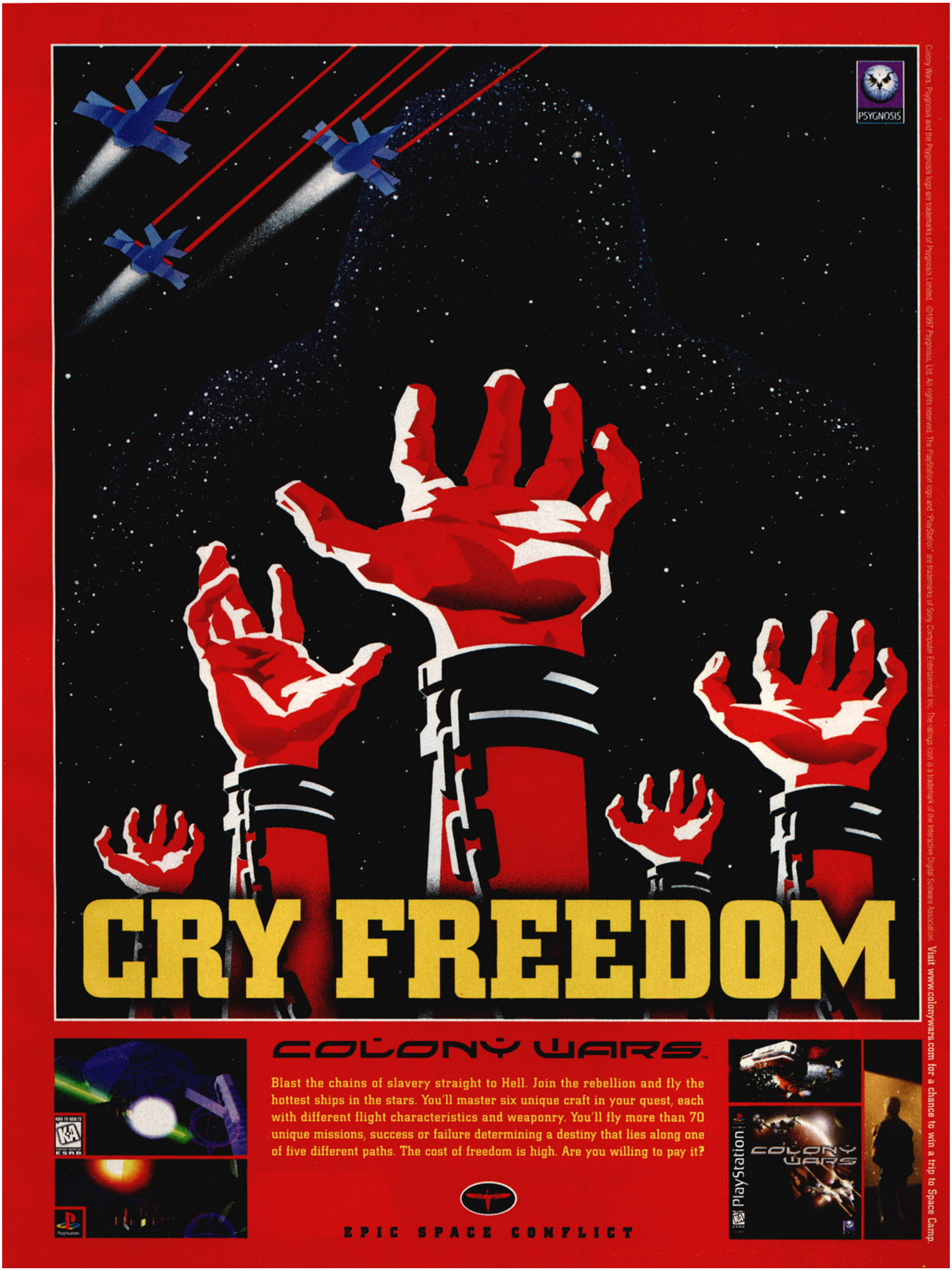

5th/8
RACE TIME
TIME
45
5th/8
RACE TIME
TIME
27
MANUAL

Off Road Challenge takes gamers on an exciting, rough, and rugged ride through six wheel-punishing courses. Each track features appropriate obstacles, like gorges and canyons in the Mojave Desert and snow and an inclined track at Pikes Peak. Racers can choose from eight trucks (four are selectable and four are hidden) ranging from a Toyota Trophy Truck to a Baja Buggy. Each truck has its own independent suspension and power-sliding ability to give drivers an ultra-realistic feel of the road.

4th/8
MPH
RACE TIME
TIME
40

6th/8
RACE TIME
TIME
25
MANUAL

Developed and published by Midway
Available now



Blast the chains of slavery straight to Hell. Join the rebellion and fly the hottest ships in the stars. You'll master six unique craft in your quest, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions, success or failure determining a destiny that lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?

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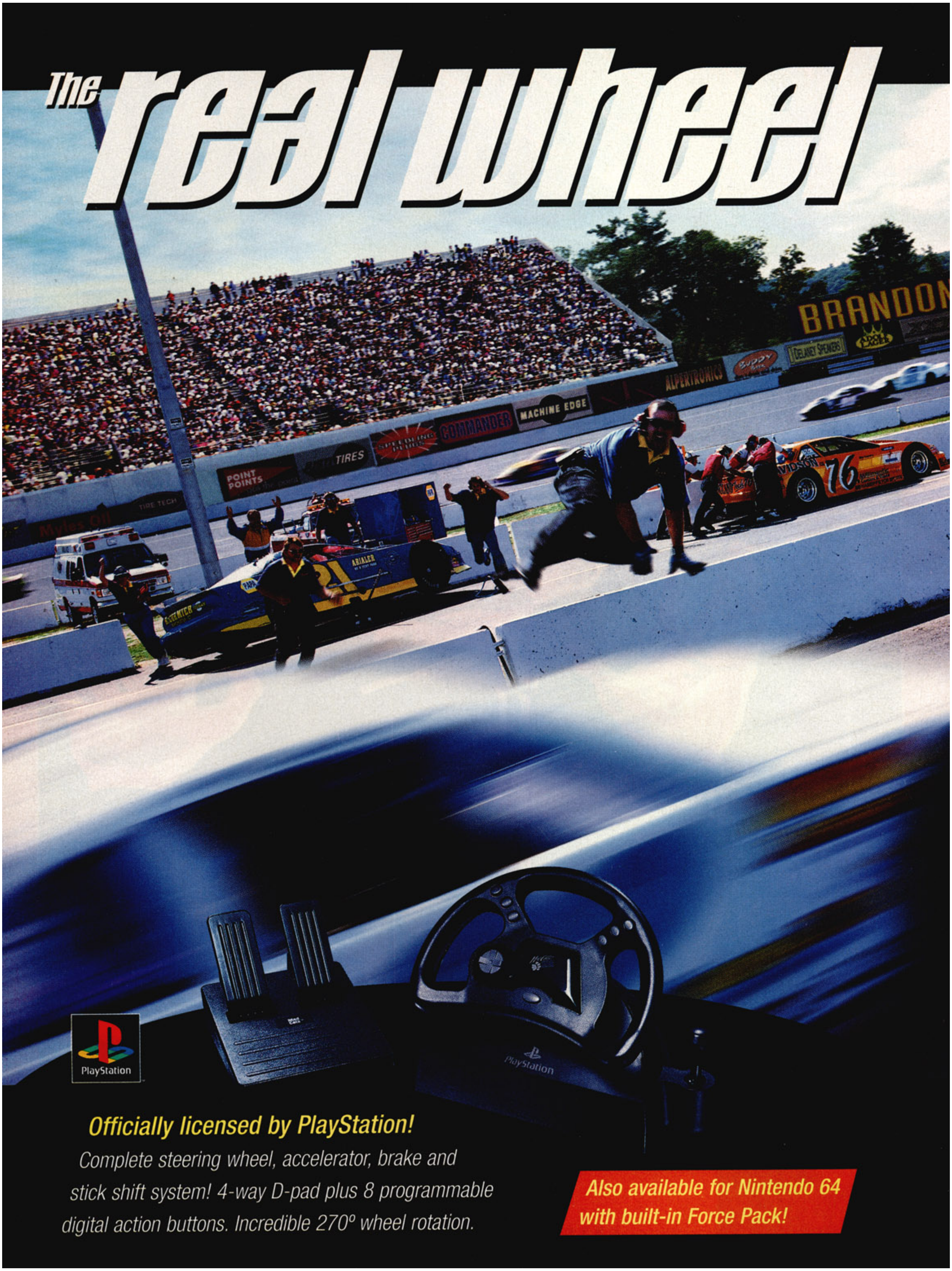
The real wheel
BRANDON
DELANEY SPEAKERS
ALPERTRONICS
MACHINE EDGE
COMMANDER
TIRES
POINT POINTS
TIRE TECH
Myles Oil
76
PlayStation
PlayStation

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Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270° wheel rotation.

Also available for Nintendo 64 with built-in Force Pack!

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MACHINE EDGE
TIRE TECH
SPECIAL
Team
mad catz

*Sometimes, to achieve perfect control, you've got to get a little out of control.
We at Team Mad Catz take pride in going the distance for you and your game.
You want perfect replication of the high-speed driving experience. We got it.
The real wheel — for PlayStation, Saturn and Nintendo 64. By any means necessary.*

MAD CATZ™

ACT LOCALLY – KILL

NAME: Alec Beckett

HOMETOWN: Greshem, OR

RANK IN NET FIGHTER: 1st

DEGREES EARNED: 210,000, traded 27,500 to buy Quake™ in the HEAT store

> ***"THE DOCTOR SAID I HAD A BI-POLAR PERSONALITY AND I NEEDED TO PRACTICE ANGER MANAGEMENT TECHNIQUES. SO I HURT HIM. NOW THAT I BEAT UP MY FRIENDS IN NET FIGHTER ON HEAT.NET, I DON'T HAVE TO DO THAT ANYMORE. I'M SORRY, DR. KREPLER!"***

HEAT USER NAME: Stumpman

TOURNAMENT RECORD: 10-2

FAVORITE SPECIAL MOVE: swinging knife decapitation

TRASH TALK EXCERPT: "Sorry about your head."

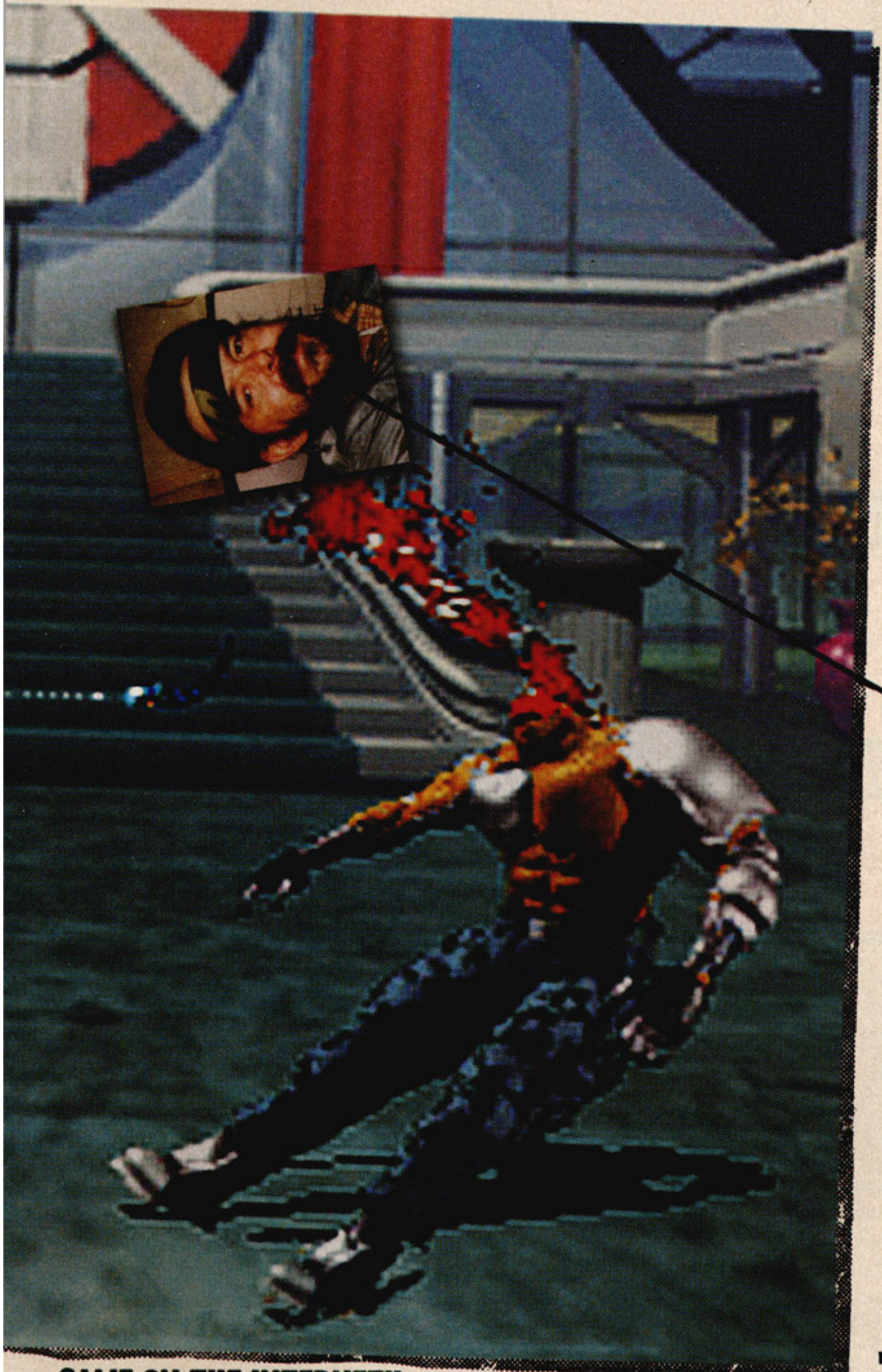
OTHER FAVORITE GAMES ON HEAT.NET: Quake, Hexen II,™ Outlaws,™ Diablo,™ WarCraft II™

THIS IS THE
HEAT
MULTIPLAYER INTERNET
GAME NETWORK
START-UP KIT.
AND IT'S GOING TO SAVE THE WORLD.

NET FIGHTER,™ THE ONLY FIGHTING

LOCALLY–get the HEAT internet game network box at your local computer store! GLOBALLY you can divert your anger off the streets and onto the net against real, live people

GLOBALLY ON HEAT.NET!



NAME: Bill Shultz

HOMETOWN: Portsmouth, VA

RANK IN NET FIGHTER: 2nd

DEGREES EARNED: 197,500, traded 17,500 to buy Scud: Industrial Evolution™ in the HEAT store

"I USED TO TAKE OUT MY BULLETS, AND ON EACH ONE I WOULD WRITE THE NAME OF EACH PERSON ON MY BUS. THEN A FRIEND SHOWED ME I COULD PURGE MY VIOLENT URGES IN NET FIGHTER ON HEAT.NET AGAINST OTHER PEOPLE. THANKS TO HEAT, THE PEOPLE ON MY BUS WILL NEVER KNOW HOW CLOSE THEY CAME!"

HEAT USER NAME: Thunderhammer

TOURNAMENT RECORD: 9-3

FAVORITE SPECIAL MOVE: forked lightning kick

TRASH TALK EXCERPT: "Stop hitting like a sissy girl."

OTHER FAVORITE GAMES ON HEAT.NET: Blood,™ Duke Nukem,™ DeathDrome,™ Shadow Warrior,™ Alien Race™

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–log on to HEAT.NET NOW! Through HEAT.NET and the miracle of CyberDiversion, all over the globe! You'll feel better, the whole world will feel better!

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TAKE IT TO THE NET!

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automobili Lamborghini

Automobili Lamborghini
(By Titus)

By Dan Elektro

$79.95
Available now
Racing

4 players
6 tracks
Multiple views

Challenge: Int Level
Replay? MED
Kids to Adults: K-A Ages 6+

Lamborghinis may be the finest cars Italy has to offer, but several flaws keep the Nintendo 64 version from being truly hot wheels.

Automobili Lamborghini features six cars eager to fly low around six twisting tracks, complete with hidden shortcuts. But since when do cars of any price come without...a reverse gear? That's right—if you hit a wall, you can't back up these bad boys. Plus, even though this is an arcade-style racer, head-on collisions result in no damage. So much for realism.

Cool lighting effects and smooth textures lose out to fair engine sounds and a disposable soundtrack. The hair-trigger analog control proves a hindrance to keeping a solid line; stick with semi-analog mode. Appallingly, the buttons can't be reassigned, but the cart does sport one excellent innovation: You can swap between a Rumble Pak and your memory pak, so you can feel feedback during the game and save your records after.

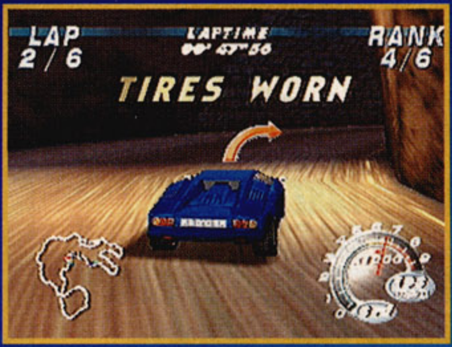
Lamborghinis may be dream machines in the real world, but on the Nintendo 64 track, it's best to keep dreaming. Stick with San Francisco Rush. **G**

Graphics
4.5
Cool lighting effects, accurate car models, and smooth textures give the game's elements an impressive, realistic touch.

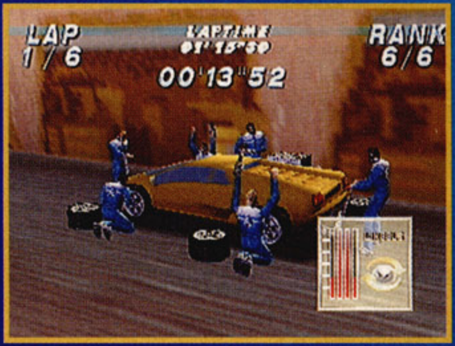
Sound
3.0
All you'll find here are decent engine noises paired with a totally disposable techno soundtrack. Wipeout has nothing to fear.

Control
3.5
The hair-trigger analog control might serve you well on tough turns, but more often, it's a hindrance to keeping a solid line. Now if only the buttons could be reassigned...

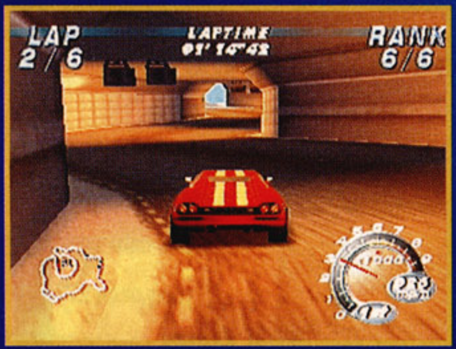
Fun Factor
3.0
Hampered by missing elements and a lack of originality, Lamborghini's vroom-vrooms are merely ho-hum.



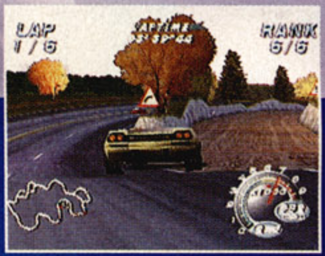
PROTIP: If your tires wear down early in the race, you can risk changing them—but if they go a lap or two before the end, don't dare pit in.



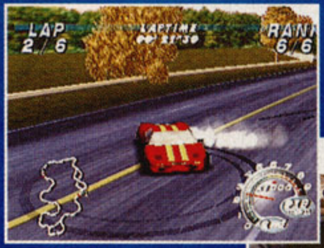
PROTIP: When you pit in, don't just sit there! You'll have to use the joystick to get your tires changed and your tank filled.



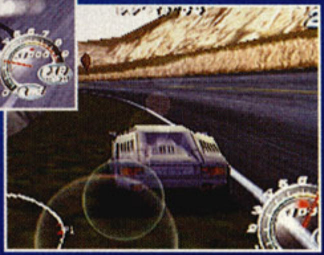
PROTIP: Plot your course straight through S-curves. If you watch the walls, you'll oversteer and lose your line.



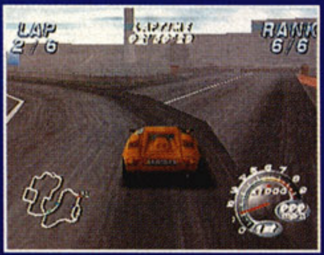
PROTIP: This dirt shortcut on the German-style track looks good, but you'll lose almost all traction on it—you'll make better time on the pavement.



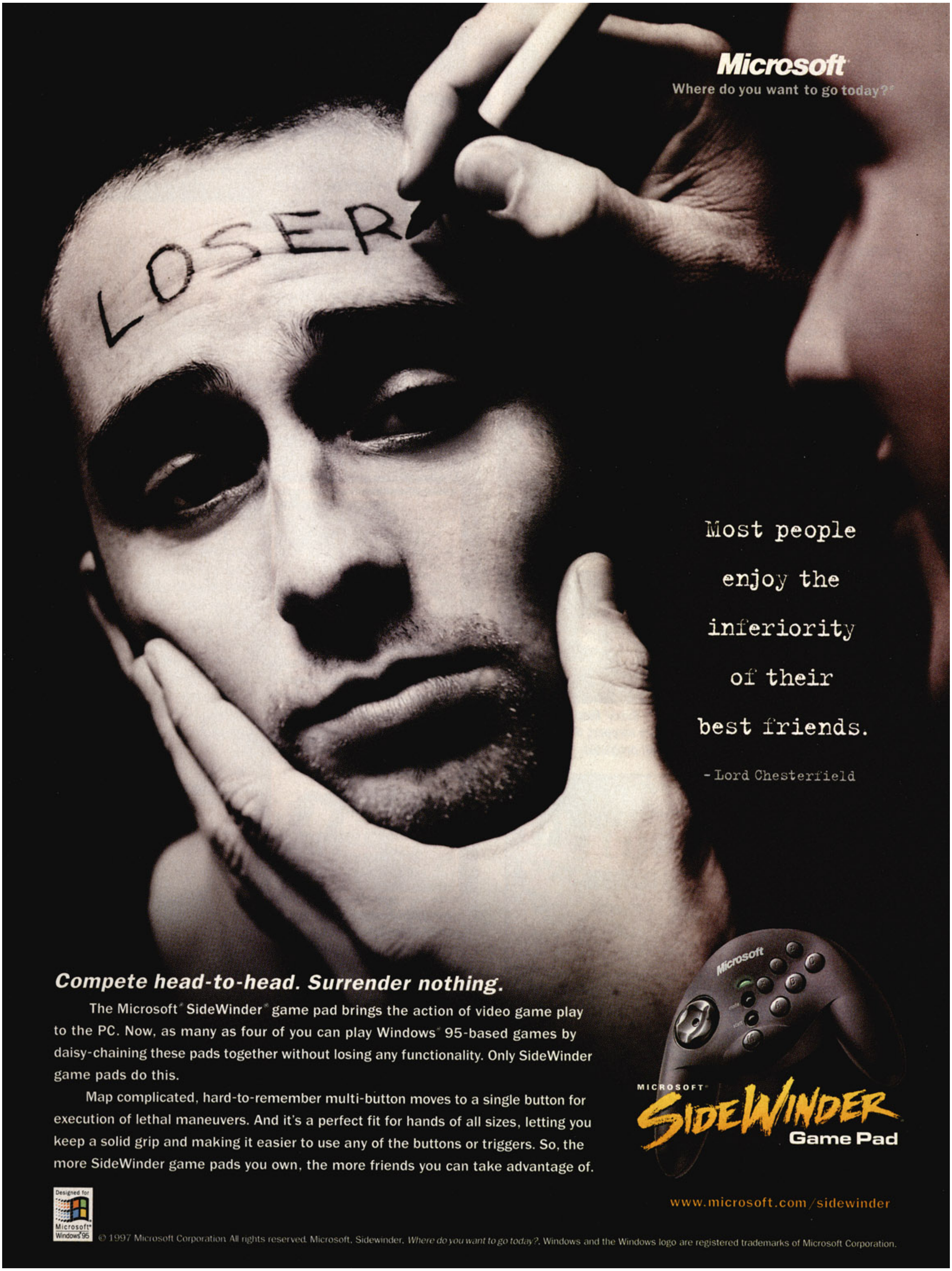
PROTIP: These rear-drive monsters want to fishtail. If you start to skid, go easy on the gas.



PROTIP: On the first track, you can cut corners on the grass without losing any traction. It might be a bug—but hey, use it to your advantage.



PROTIP: Two turns after the starting line on the foggy city/industrial track, ignore the left turn and drive right under these red and white barriers to find a shortcut.


LOSER
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Where do you want to go today?®
Most people enjoy the inferiority of their best friends.
- Lord Chesterfield
Microsoft
MICROSOFT®
SIDEWINDER
Game Pad
Designed for Microsoft® Windows®95

Compete head-to-head. Surrender nothing.

The Microsoft® SideWinder® game pad brings the action of video game play to the PC. Now, as many as four of you can play Windows® 95-based games by daisy-chaining these pads together without losing any functionality. Only SideWinder game pads do this.

Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of.

www.microsoft.com/sidewinder

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MISCHIEF MAKERS

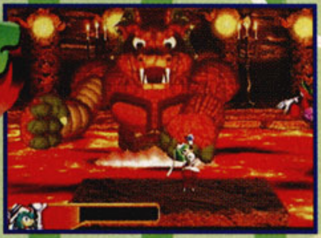
By Mischief Maker Mike

The Nintendo 64 is finally getting its first 2D action platform game—Mischief Makers. Although it looks like a hop-n-bop Mario clone, MM has its own unique gameplay mechanics and a wide variety of action.

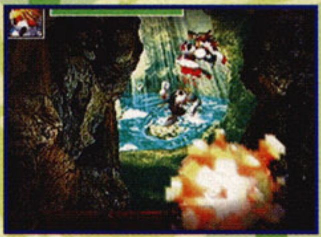
In Mischief Makers, you play as Marina, a robotic maid out to rescue her creator from a hostile planet. Marina's main attacks are grabbing, throwing, and shaking things. Meanwhile, the action's all over the place with stage objectives as diverse as racing, collecting, fighting, and... dodge ball! Marina's controls are frustrating at first, but they're easily mastered after a few stages.

MM's graphics are dazzling, but the audio's a mixed bag. The colorful stages are filled with eye-catching special effects, gigantic (and weird) bosses, and a seamless combination of sprite animation and parallax scrolling. The only mischief is occasional pixelization and some seriously distorted images. The whimsical music goes perfectly with each stage, and the sound effects are excellent, but the voices (especially Marina's) are overly cutesy and will make your teeth grind.

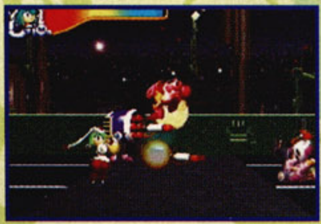
Those who can appreciate Mischief Makers' unique gameplay will be rewarded with an enjoyable 2D romp. It may not merit an immediate purchase, but it's definitely worth a rental. **G**



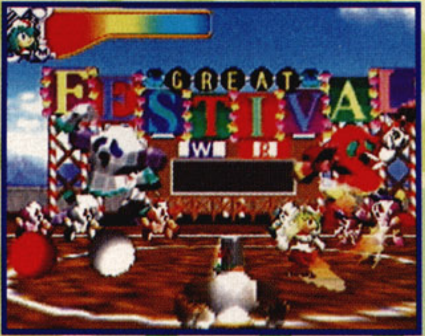
Marina's ready to shake, rattle, and roll against some of the biggest bosses to grace the Nintendo 64 yet!



PROTIP: To defeat Marina's evil clone, keep repeating Teran's Final Blow (simultaneously tap ↑ and B) and juggle her to defeat.



PROTIP: Every time Marina shakes a weapon, it will fire a different projectile.



PROTIP: In Stage 3-11, you can defeat Cat Clancer by crossing the line and throwing her.

Mischief Makers by Nintendo

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Price not available
64 megs
Available now
Action/adventure
1 player

50+ stages
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

AEROFIGHTERS ASSAULT

By Captain Scary Larry

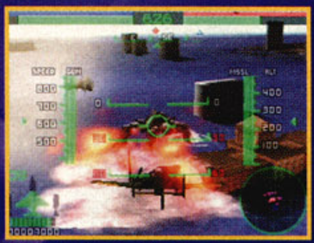
Aerofighters Assault is one of those rare games that you root for because it looks great...but ultimately you're more disappointed than a turkey on Thanksgiving when you actually play it. AA isn't a bad game, it's just one that could have been better.

AA actually has cool special effects, including great explosions, varied backgrounds, and nice wreckage on downed ships. But the outside-the-plane view makes your jet look like a toy, and the rest of the background doesn't convey a sense of speed.

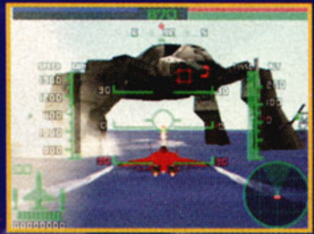
A sense of speed is just what this game needs, too—not only is AA's speed slower than Grandma's driving, but the lack of it also severely affects the controls during the heat of battle. Your approach to other craft seems to take forever, and all the while you're getting nailed from behind. Speaking of control, the analog stick is actually a hindrance because turning the plane left or right requires directional-pad button presses.

Sonically, Aerofighters isn't breaking any barriers either. A friendly female voice will guide you through most operations, calling out enemies and informing you when wingmen go down.

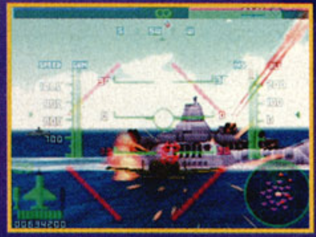
Aerofighters Assault is not as fast or as fun as most PlayStation shooters, and it certainly doesn't match the mach speed of StarFox 64 or, for that matter, Pilotwings 64. Unfortunately, if you're a fan of flying games, your choices will be limited to flying the 'Fox or getting assaulted by Aerofighters. **G**



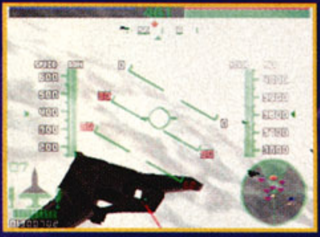
PROTIP: In the first stage, slow down to let your wingmen engage the first wave of fighters, then sneak in and help them out with some added firepower. Also, let them do some of the dirty work against the boss.



PROTIP: The oldest tricks work well—if you're almost down, crash into the big ships.



PROTIP: In the second stage, there are two Leviathan destroyers with escorts. It's almost impossible to nail the subs when they're submerged, so take out the frigates that are close to the Leviathans first.



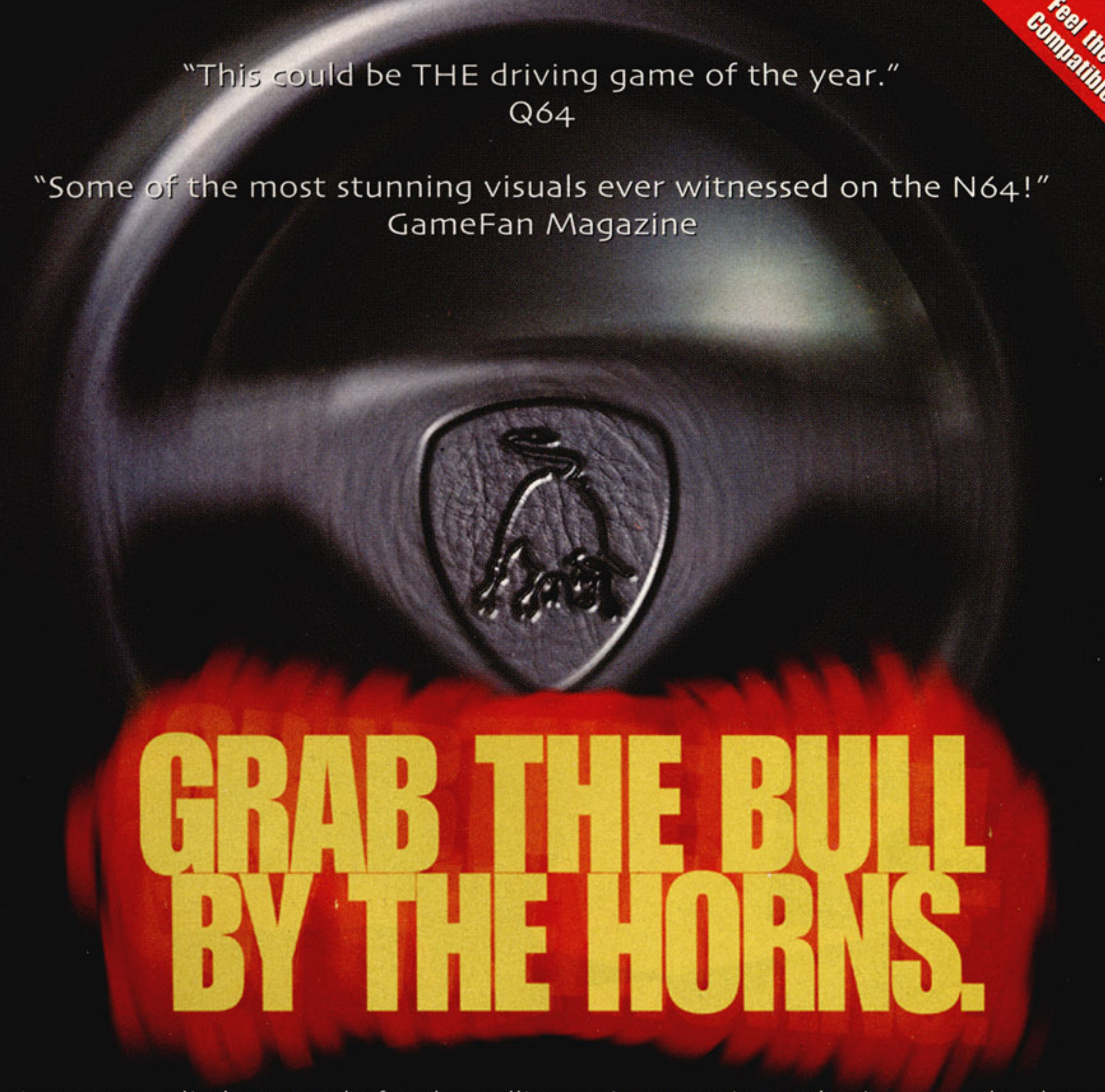
PROTIP: In the third stage, fly above the Boomerang bombers. When you're a considerable distance away, turn and take out the small scout ships from behind. Machine guns and homing missiles will easily do the trick.

Aerofighters Assault by Video System

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.0	3.0

$59.95
64 megs
Available November
Flight sim
2 players

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults


Feel the road in your bones
Compatible with Rumble Pak
NINTENDO64

"This could be THE driving game of the year."
Q64

"Some of the most stunning visuals ever witnessed on the N64!"
GameFan Magazine

GRAB THE BULL BY THE HORNS.

Get a grip on a 12-cylinder tornado for the redline racing experience that's gonna shred your N64!
6 tortuous, high-resolution tracks. 5 modes of turbocharged racing perfection.
Ferraris. Porsches. Maseratis. And the Lamborghini Diablo.
Welcome to the velocity convention.
Your bull is waiting.

LAP 0
LAPTIME
RANK 6/6

Visionary lighting effects and revolutionary graphics!

LAP 1
LAPTIME
RANK 3/4
LAP 1
LAPTIME
RANK 4/4

Compatible with N64 Rumble Pak–feel the road in your bones.

automobili Lamborghini™

LAP 0
LAPTIME
RANK 4/6

Strategic camera angles that catch every hair-raising turn!

automobili Lamborghini
NINTENDO64
TITUS

4th
3rd
2nd
4th

1 to 4 player racing with horizontal and split screen options

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

TITUS

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FELONY
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TOTAL TIME
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TIME LIMIT
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TOTAL AMOUNT
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$50,000
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TIME LIMIT
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TOTAL AMOUNT
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$1,000
CHAIR
STAND
TOTAL TIME
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TIME LIMIT
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TOTAL AMOUNT
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TOTAL AMOUNT
$1,141,573
$5,000
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FENCE
FENCE
TOTAL TIME
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DAMAGE

YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels.

And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

ASCII
ENTERTAINMENT

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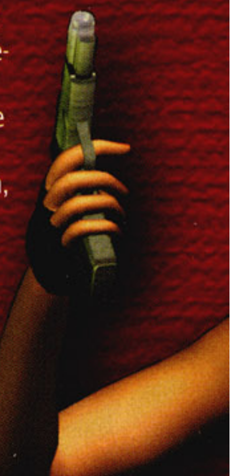
Tomb Raider II
(By Eidos)

By Toxic Tommy

Challenge adv Level | Replay? HI | TEEN T AGES 13+

$49.95	1 player
Available now	18 areas
Action/ adventure	

TOMB RAIDER II
STARRING LARA CROFT



The time has finally come to stop gawking at Lara Croft and start some serious game-playing with her. In a season of video game sequels, Tomb Raider II ranks as one of the best...ever!

Now Dr. Croft seeks the fabled Dagger of Xian, an ancient artifact with a monstrous secret. Her epic quest explores 18 danger-filled areas, with exotic locales that include the Great Wall of China, the canals of Venice, and the foothills of the Himalayas.

Digging the Dagger

Of course, Lara's not the only one who craves the Dagger. TRII easily outdoes the original Tomb Raider in the sheer number of enemies, traps, and physical challenges.

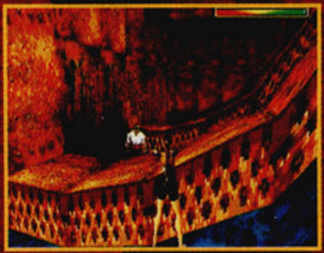
Beasts of the animal and human kind dog her every step of the way. Tigers, eagles, and great white sharks are among the creatures who want to maul Lara; baseball-bat-swinging thugs, pistol-packing assassins, and kung-fu monks are among those who just want to brawl with Lara. The robotic enemy A.I. is no evil genius, but it does display singleness of purpose: Attack Lara Croft!

The traps in TRII induce far more panic than those of the original. Boulders chase you between crushing spiked walls and your oxygen threatens to run out when you're 40 fathoms deep. Lara must run, leap, and ferret out hidden switches to avoid ever-present death.

That's okay, because Croft gets crafty with an amazing number of moves. In addition to her trademark leaps and jumps and a cool breaststroke, she's acquired the ability to climb structures and to drive vehicles, too. She still has auto-aiming, but her arsenal received an impressive upgrade, including dual Uzi submachine guns, a harpoon gun, and an M-16 automatic rifle in addition to her regular two-gun rig.

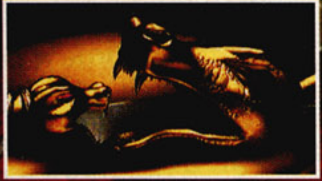
The Way She Moves

All this is ably managed by the workmanlike controls, which do a good job of handling Lara's massive repertoire of moves. However, TRII is for experts. Unlocking the mechanics of Lara's physique requires patience, skill, and practice, practice, practice.

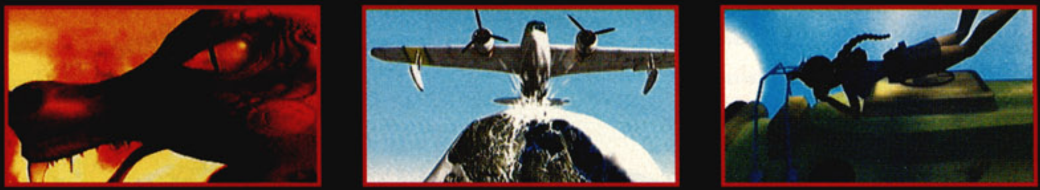


PROTIP: Sometimes Lara sees danger before you do. When she aims her weapons, just fire.

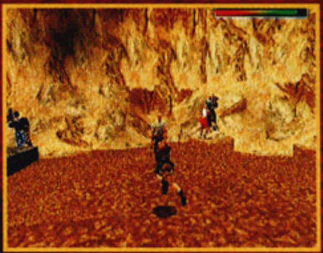
PROTIP: When Lara jumps, she nails every landing. Use that to position her for quick grabs.



Lara's new quest is the mysterious Dagger of Xian.



Lara's quest is moved along by excellent animated story scenes.



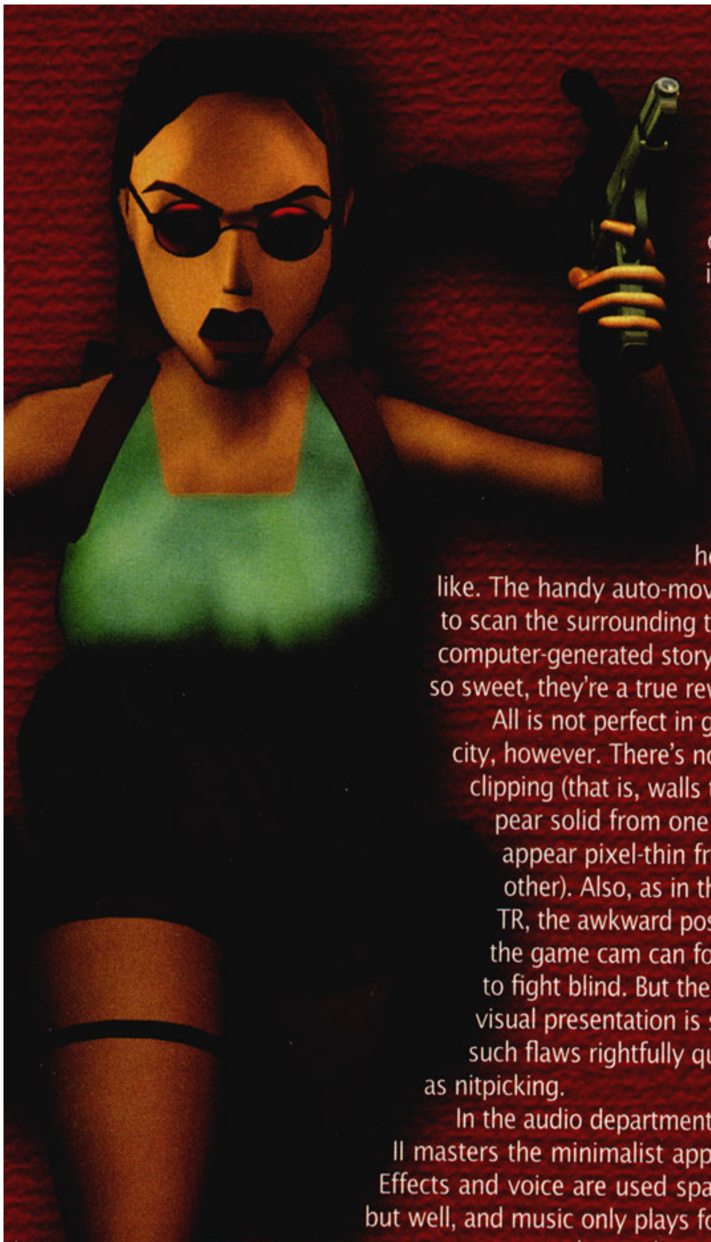
PROTIP: Lara loves the retreating attack. To execute it, hold a directional away from an attacker, then hold the fire button. □ is the default.

Sound
5.0
You get what you need during the gameplay, and a movie-style score during the story sequences.

Control
4.0
Lara pulls amazing moves; however, moving her quickly to avoid being trapped can be as cumbersome as it was in the first game.

Fun Factor
5.0
Tomb's a gas and a half for experts. If you're not a pro, you'll be one after beating this tough but mesmerizing game.

Graphics
5.0
Tomb Raider II's lifelike animation, gorgeous computer-generated cinemas, lusciously detailed character graphics, and scenic backgrounds are enough to overcome that darned moving cam that sometimes obscures gameplay.



Lara possesses so much freedom of movement that making her perform precise moves when time is tight (such as picking up ammo before sliding walls crush you) requires such exact positioning that it can be slow, ponderous, and often fatal. Come armed with a spacious memory card, and save often.

Tomb Raider the Movie

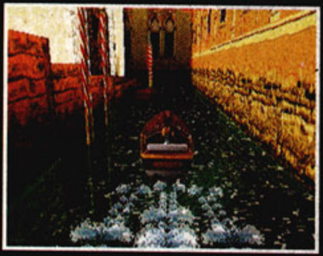
Lara's look is killer. The impressive animation for her moves is stunningly lifelike. The handy auto-moving game cam enables you to scan the surrounding terrain 180 degrees. And the computer-generated story cinemas between levels are so sweet, they're a true reward for completing a stage.

All is not perfect in graphics city, however. There's noticeable clipping (that is, walls that appear solid from one angle appear pixel-thin from another). Also, as in the first TR, the awkward position of the game cam can force you to fight blind. But the overall visual presentation is so fine, such flaws rightfully qualify as nitpicking.

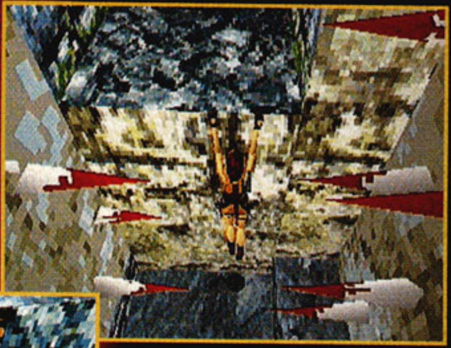
In the audio department, Tomb II masters the minimalist approach. Effects and voice are used sparingly but well, and music only plays for clues and cues during gameplay. During the story cinemas, however, the audio pumps pure symphonic force.

Raider Power

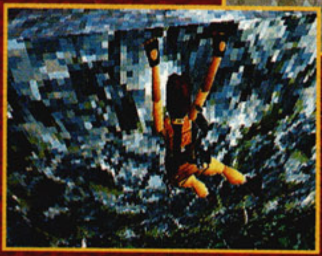
Tomb Raider II is an awesome adventure game. By the time Lara asks, "Haven't you seen enough?" you'll know the answer...No! Long after you beat TRII, there'll be only one thing on your mind...Tomb Raider III. **G**



Lara pilots vehicles in her newest adventure outing.

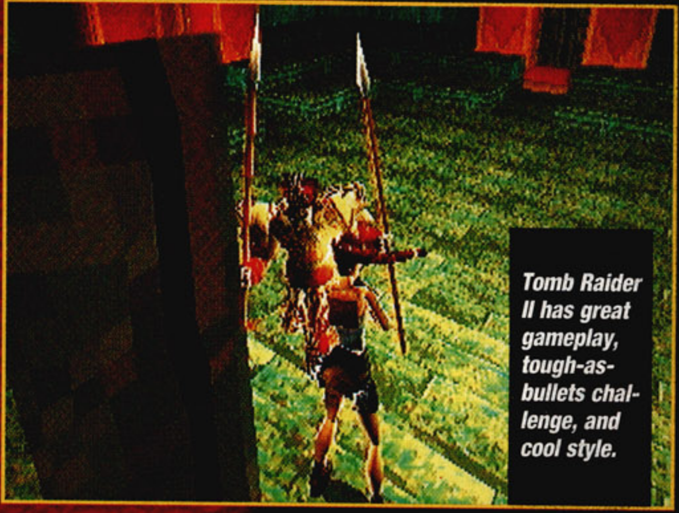


PROTIP: When you escape the rolling boulders, you immediately encounter crushing spiked walls. The wall on the left arrives before the one on the right. Position Lara for escape accordingly.



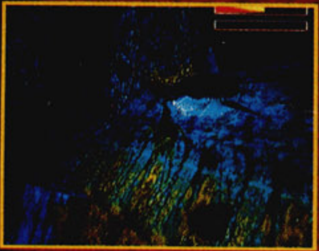
PROTIP: Since Lara can now climb, keep your eyes peeled for handholds.

PROTIP: Music is a clue... or an early warning!



Tomb Raider II has great gameplay, tough-as-bullets challenge, and cool style.

PROTIP: Tigers and other land-based foes do not like water.



PROTIP: When you reach 40 fathoms, swim away from the mini sub, follow the wreckage, and enter the sunken sub near the anchor at the tail.

◀ PROTIP: The forward twist jump enables you to jump forward, turn in the air, and land facing the other way. It's great for combat. Press ☐ and Up, then immediately tap Down. Reverse the directional presses for a backwards twist jump.

STAR WARS MASTERS OF TERÄS KÄSI™

Star Wars: Masters of Teräs Käsi

(By LucasArts)

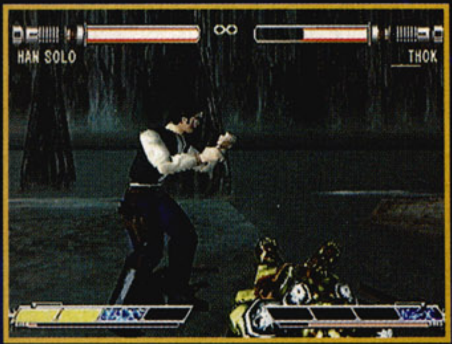
By Scary Skywalker

$59.99	2 players
Available now	3D view
Fighting	

Challenge adj Level

TEEN T AGES 13+

Replay? HI



PROTIP: To avoid a ring-out, sidestep (tap L1 or L2) when you get too close to the edge.

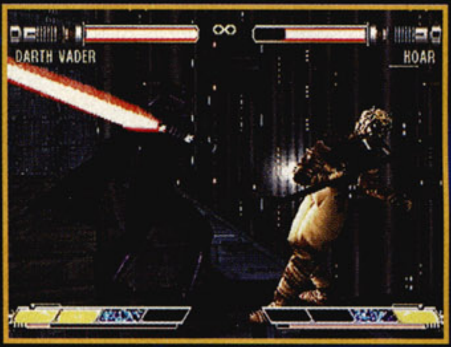
For years, video game enthusiasts have looked for hit movies to be translated into good games for their home systems. Many times the transition from movie to game has been less than satisfactory (Judge Dredd: The Game was fun, but Judge Dredd: The Movie was torture). The *Star Wars* films, however, have inspired some of the best games ever (Shadows of the Empire, Rebel Assault 2, X-Wing vs. TIE Fighter, Jedi Knight: Dark Forces II, and more). And now, the game that every fighting-game fan has been waiting for is finally here!

Teräs Firma

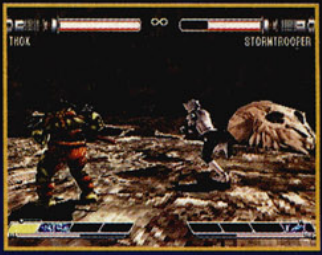
Star Wars: Masters of Teräs Käsi enlists eight *Star Wars* characters for serious, personal one-on-one butt-kicking. Apparently, the Emperor is pissed that the Rebel Alliance has destroyed the Death Star. While the Alliance bands together on Hoth, the Emperor searches for a formidable fighter to take down key members of the Alliance one by one. He finds a mysterious woman named Arden Lyn, who has mastered a fighting form known as Teräs Käsi, and he hires her to take out Luke, Leia, Han Solo, and Chewbacca. Just in case she can't do the job, a Gamorrean guard named Thok, a Tusken named Hoar, and even the infamous bounty hunter Boba Fett are called in as backup.

Fighting with the Force

Naturally, Teräs Käsi brings more than the *Star Wars* story line to the fighting game arena. Your standard best-of-three matches prevail, but you can also battle in a Tournament



PROTIP: Learn the heavy-hitting combos like Vader's eight-hit Saber Rattler (tap ○, □, △, □, △, □, ○). Even if you miss at the start, the rest of the combo is automatic, so you may land a few hits anyway.



PROTIP: To run, tap →, → and hold. Tap L1 or R1 to change your direction or run in a circle.

Graphics

5.0 The graphics in Masters don't break any new ground, but they paint a great-looking fighting game. Fine detail in the fighters, flashy Force Power moves, and hard-hitting animation in the combos all add up to an awesome visual experience. LucasArts takes a page from Soul Blade and turns it into *Star Wars.*

Control

4.5 Although learning combos isn't hard, some button-press sequences require extreme dexterity. Slowdown during heated matches also hampers the controls. Finally, the Practice mode also needs a command list like Tekken 2's.

Sound

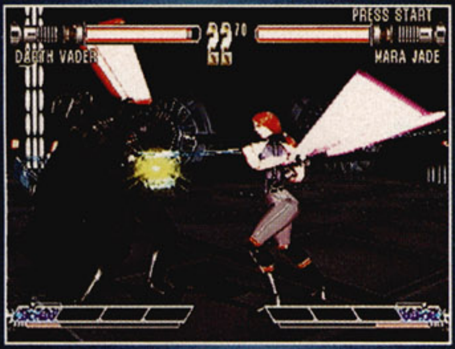
5.0 With the full symphonic score from the movies as background, Teräs Käsi's music is unparalleled. Above and beyond the tunes, the sound effects and voices (especially the taunts at the end of a match) seriously jack up the Fun Factor.

Fun Factor

5.0 Teräs Käsi will amaze Star Wars fans and challenge fighting-game fans. Everyone else will be hooked! Just as the Star Wars films appealed to moviegoers of all ages, Masters of Teräs Käsi should entice a wide variety of gamers.

Masterful Endings

Who is Mara Jade?



If you play through the game as Darth Vader, you'll find yourself fighting a female Jedi named Mara Jade. Who is she? Apparently she's a character from the Timothy Zahn novel* Heir to the Empire. *Serving as the personal bodyguard of the Emperor, she is a formidable fighter. Unfortunately, she is not selectable.

and a Survival mode. While fighting on the Jedi skill level, you can even unlock additional characters (see sidebar, "Unlocking the Secrets of Teräs Käsi").

Each fighter is capable of two modes of battle, armed and unarmed, which you can easily switch between during combat. This means that you can punch and kick, then lunge with a lightsaber or swipe someone with a staff. You can also bust out three-, five-, and eight-hit combos with and without weapons, which adds up to serious fighting.

But these aren't the only coups in the game. Force Power moves give Teräs Käsi major *Star Wars* flair. Every character has a Force bar that charges up when you successfully complete a combo or defend against one. Once charged, your fighter's Force Power is ready for action—and these devastating multi-hit attacks drain major energy from your opponent.

Learn, You Must

Despite the powers of the Force, Masters hasn't mastered the fight form perfectly. The action takes place in ringed areas, so sometimes cheap, annoying ring-outs prevail. Also, super moves, like Luke's Randed Jedi Throw, are unblockable—even with half your health gone, you can pull off a super move and destroy an opponent.

The Force Side

Thankfully, these flaws are minor, and Masters of Teräs Käsi is a near-perfect blend of *Star Wars* imagery and solid fighting-game physics. The Force is with this one—and you should be one with the Force this holiday season. G

ARDEN LYN
∞
BOBA FETT

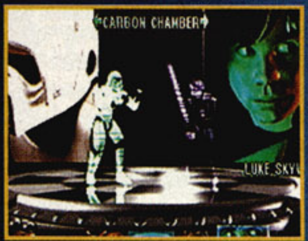
PROTIP: Although most of the Force Power moves are unblockable, you'll take less damage from them the farther away you are from your opponent.

Unlocking the Secrets of Teräs Käsi

Darth Vader

To play as Darth Vader, you must finish the game on the Jedi level as Luke Skywalker. After beating Vader, you can select him (move to the right of Leia on the player-select screen and you'll see his face).

Level Select

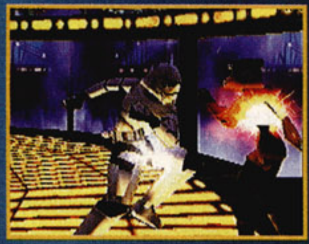


To find the level-select option (for two-player matches), you must finish the game on the Jedi level as Chewbacca. After beating Vader, you can choose any level by pressing Select at the player-select screen.

Slave Leia

To play as Slave Leia, you must finish the game on the Jedi level as Princess Leia. After beating Vader, you can select Slave Leia.

Stormtrooper/Biker Scout



To play as the Stormtrooper, you must finish the game on the Jedi level as Han Solo. After beating Vader, you can select the Stormtrooper. To be the Biker Scout, highlight the Stormtrooper, then press and hold L1 and tap ×.

Crash Bandicoot 2: Cortex Strikes Back

(By Sony)

By Major Mike

$49.99
Available now
1 player

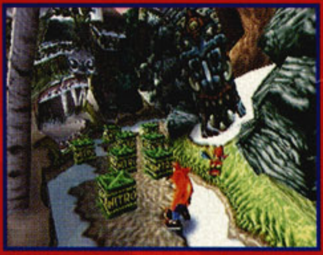
Action/adventure
Multiple views

KIDS TO ADULTS K-A AGES 6+
Challenge int Level
Replay? MED

Sony's mascot returns in his first sequel, Crash Bandicoot 2: Cortex Strikes Back. Crash 2 sports better graphics and more diverse gameplay than the original, and as an action/platform title, Crash 2's as solid as they come. Sequel or not, Crash 2 blows the first game out of the water.

Got Crash?

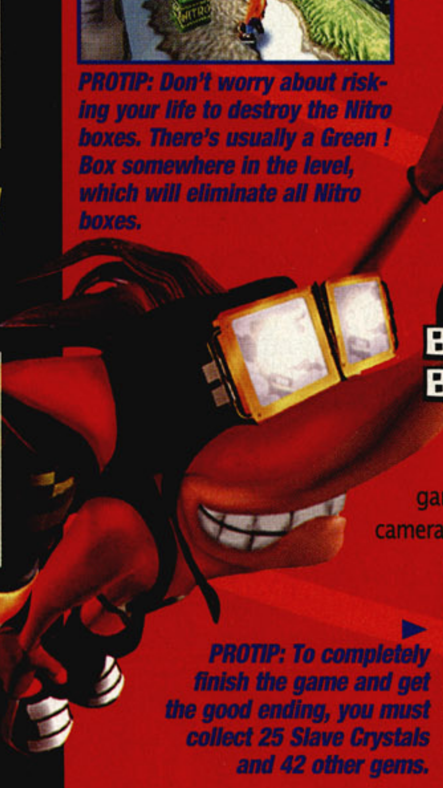
The story? It's one year after the first game and Crash has been duped into helping his enemy, Dr. Neo Cortex. Crash must collect 25 crystals to save the world from certain doom—or so he thinks.



PROTIP: Don't worry about risking your life to destroy the Nitro boxes. There's usually a Green ! Box somewhere in the level, which will eliminate all Nitro boxes.

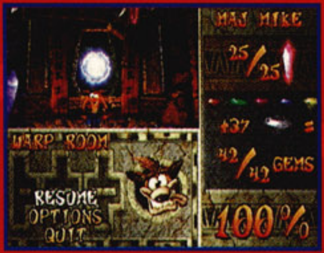
Crash 2 has bigger levels than the first game and more diverse environments. Crash trudges through icy caves, rain forests, and jungles—he even straps on a jet pack for space flight.

The only weak link in the creative chain is the bosses. Although they look awesome, they have easy-to-recognize patterns and present no challenge.



Building a Better Bandicoot

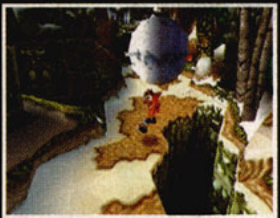
Crash 2's graphics are a quantum leap over the first game's. Crash 2 also has a wider camera view of the action that makes it



PROTIP: To completely finish the game and get the good ending, you must collect 25 Slave Crystals and 42 other gems.

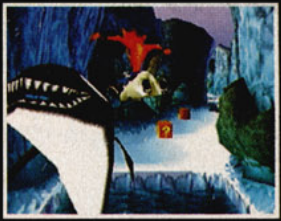
Five Warp Rooms

Warp Room #1



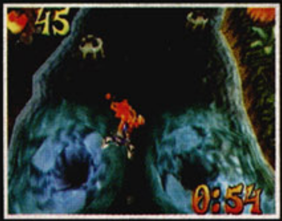
Stay as far ahead of the pursuing boulder as you can. Not only does this give you more breathing room, it also makes backtracking easier.

Warp Room #2



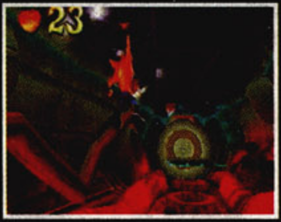
When riding the polar bear cub, be careful if you jump patches of water. You never know what may jump out!

Warp Room #3



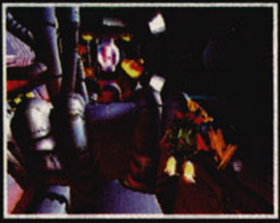
When you ride the surfboard, use the analog controls to easily head upstream.

Warp Room #4



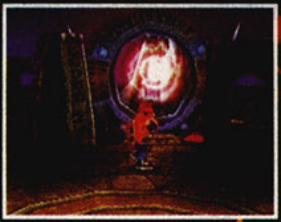
You can still perform the Spin Attack while hanging, but you'll find the flying probes can't be defeated.

Warp Room #5



In the areas where you fly using the rocket pack, avoid the red-hot pipes or they'll burn you to a crisp!

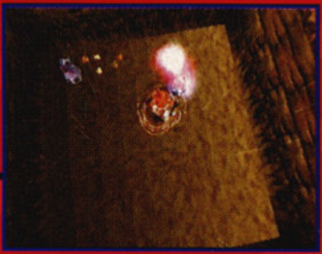
Secret Warp Room



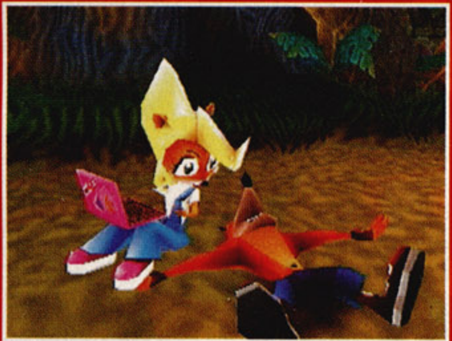
The Secret Warp Room has portals to two levels and can be entered only through this room.

CRASH BANDICOOT 2

CORTEX STRIKES BACK



PROTIP: When you fall into a trench, gophers will soon attack. To defeat these obnoxious varmints, run around and constantly Spin Attack 'em.

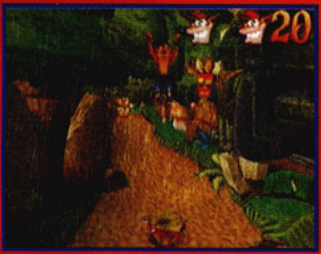


Beautiful animation and colorful stages provide a graphic eyeful.

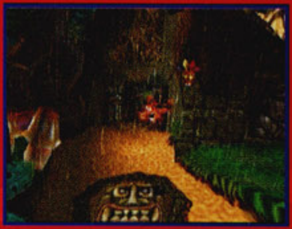
easier to spot upcoming objects and enemies. Even Crash himself is enhanced with more animation. For example, when Crash runs from a giant snowball, he glances behind him, eyes wide with terror; when he walks across the ice, he grimaces with frustration.

As for the gameplay, Crash has more moves and techniques than he did before. The core fundamentals are still hop-n-bop, but added abilities like sliding, climbing, and belly flops also come in handy and can be used in a variety of creative and effective ways—like defeating tough enemies and smashing hard-to-reach boxes.

Crash 2 has 3D potential, but the gameplay itself feels more like 2D. Crash can move anywhere he wants, but the levels aren't designed to exploit his freedom of movement. Level objectives are still to get Crash from point A to point B in one piece, with little lateral movement required. Imagine Pandemonium without rails and you get the idea.



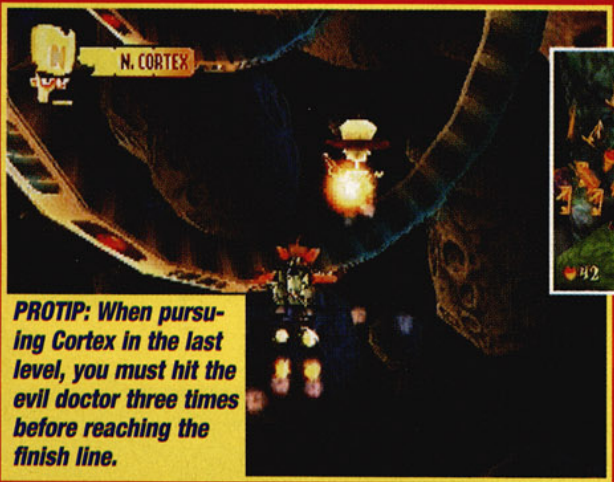
PROTIP: When you flip over a turtle, it's immobilized—you can then use it as a trampoline.



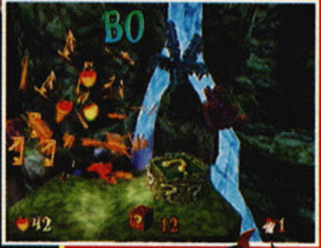
PROTIP: In the Turtle Woods level, belly flop on the scary-looking plate on the ground to fall into a secret area.

Befriend the Bandicoot

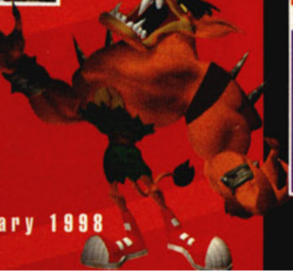
With such radical improvements over the first title, Crash 2 is definitely worth a rental. Fans of the original and anyone who appreciates a good action/platform game will find Crash 2 an excellent purchase. G



PROTIP: When pursuing Cortex in the last level, you must hit the evil doctor three times before reaching the finish line.



▲ *Of Crash's new abilities, his belly flop is one of the best and most effective.*



Graphics 5.0

Crash 2 has state-of-the-art graphics, from Crash's detailed animations to stunning level effects like reflections in ice patches. The only problems are occasional breakup and some bulky polygons.

Sound 5.0

Crash 2's music sounds like a cross between the *Pulp Fiction* soundtrack and and the B-52s, and it's perfect for every stage. The voices are equally good, especially Clancy Brown as the voice of Neo Cortex.

Control 4.5

Precise controls make Crash easy to position, but the lack of custom configuration brings this number down a bit. The analog compatibility is nice, but the directional pad works just as well, if not better.

Fun Factor 4.5

Crash 2 has more of the same hop-n-bop play mechanics as the first title, but its graphic enhancements and added moves catapult it to the top of the PlayStation action/platform heap.

Fighting Force

(By Eidos)

By Johnny Ballgame

$49.95

Available now

Action/Adventure

2 players

20+ stages

TEEN T AGES 13+

Challenge adj Level

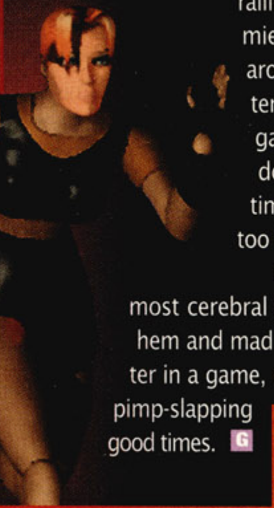
Replay: HI

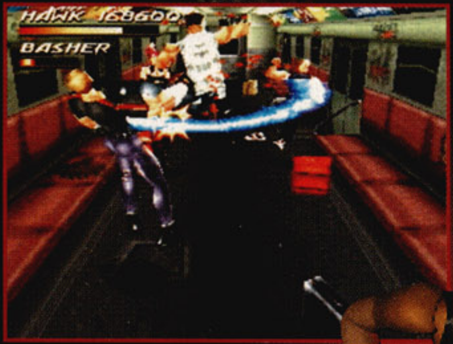
FIGHTING FORCE

Fighting Force is an old-school Streets of Rage-style beat-em-up that'll have PlayStation thugs bashing punks bloody for months to come. If you're down with blasting bad guys and kicking fools in the head, then Fighting Force is just the violent fix you're looking for.

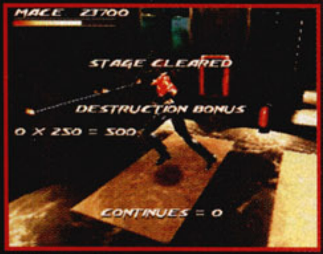
The story is simple: Some psycho named Doctor Zeng is trying to destroy the world, and it's up to you to battle his henchmen—and ultimately Zeng himself—to ensure the safety of mankind. You choose from four characters (including a femme fatale and a vigilante freedom fighter) for one- or two-player chaotic combat. Brawlers can rip railings off the wall to whack enemies, blow up cars, and smack around scum on the subway system. Unfortunately, the two-player game suffers from severe slowdown, and your fighters sometimes get stuck when they wander too far away from each other.

Fighting Force might not be the most cerebral game, but if martial-arts mayhem and mad beat-downs are what you're after in a game, roll with Fighting Force for some pimp-slapping good times. G

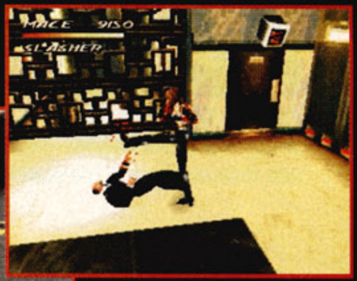




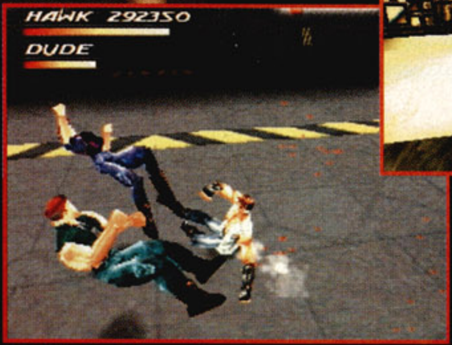
▶ *PROTIP: While playing as Hawk, if you find yourself surrounded by enemies, floor the whole group using your Spin Kick.*



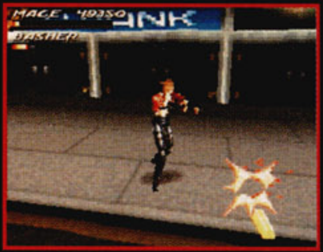
PROTIP: After completing a level, run around the empty stage and collect any power-ups that are still lying around. You'll sometimes find added health that just might make a difference in the next round.



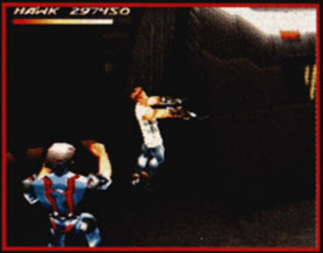
PROTIP: When an enemy is on the ground, stand over him and tap ☐ to kick him.



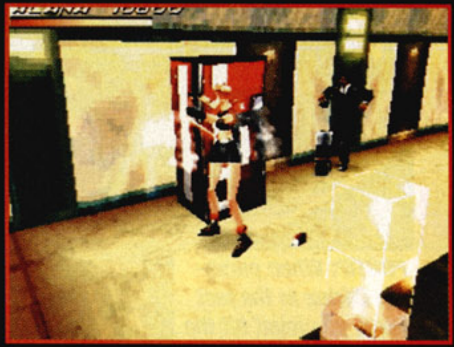
PROTIP: To take out a bunch of enemies at once, run around, then slide into them as they line up to hit you.



PROTIP: Throw objects off-screen to kill enemies coming at you.



◀ *PROTIP: When you see a railing in the elevator or on a door, stand next to it and tap × to pull it off the wall.*



PROTIP: Punch these machines and cans will come out. Drink the sodas for added health.

Graphics

4.0

The detailed 3D environments are packed with interactive items, like soda machines that you can smash for health power-ups, but sometimes buildings and vehicles block your view of the action.

Sound

4.0

Gunshots, groans, and the sounds of smacking fists add audio punch to each fight. The music should've been hyped up more, though, to match the action on the screen.

Control

4.0

Each character has over 20 moves and plenty of weapons at their disposal. But if you're standing by a weapon and try to throw a punch, you'll be in trouble. Instead of throwing a punch, your character will bend down to pick up the weapon and end up getting pummeled.

Fun Factor

4.0

Despite its few flaws, Fighting Force delivers the fierce fun and beat-fools-silly action that PlayStation gamers are looking for. Take it for a rumble if you have the guts to bash the bad guys and save the world.

Basic Moves

These moves work for all the characters.

Punch
Tap ×

Double Punch
Tap ×, ×

Pick Up Weapon
While standing over a weapon, tap ×

Use Weapon
With weapon in hand, tap ×

Rip Off Railing
While standing next to railing, tap ×

Kick
Tap □

Double Kick
Tap □, □

Stomp Downed Enemy
While standing over a fallen enemy, tap □

Jump
Tap ○

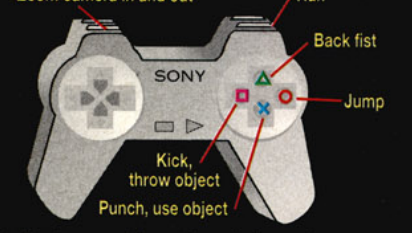
Back Fist
Tap △

Double Back-Fist and Punch
Tap △, △

Slide Attack
While running, tap ×

Grab
While standing next to an enemy, tap △

Controller Legend



( ) = Execute commands in parentheses simultaneously

Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any → and ← commands.

Hawk

Double Punch to Uppercut
Tap ×, ×, ×

Jump Kick
Tap ○, □

Flying Kick
While running, tap □

Spin Kick
Tap (○, ×)

Jump Stomp
When enemy is down, tap ○, △

Flip Kick
Tap □, ○

Spinning Kick
While running, tap □

Grab Moves

Shoulder Throw
While grabbing an enemy, tap ○

Punch
While grabbing an enemy, tap ×

Punch and Head-Butt
While grabbing an enemy, tap ×, ×

Knee to the Stomach
While grabbing an enemy, tap □

Head-Butt
While grabbing an enemy, tap △

Grab Backflip
While grabbing an enemy, tap △, (→ △)

Flip Back Kick
While grabbing an enemy, tap ○

Knee-Crush Smack
While grabbing an enemy, tap ×

Knee in the Face
While grabbing an enemy, tap □

Kick-Flip Back Kick
While grabbing an enemy, tap △

Alana

Double Punch to Double Spin Punch
Tap ×, ×, ×

Handstand Swoop Kick
Tap (○ ×)

Jumping Spin Stomp
When enemy is down, tap ○, △

Mace

Double Punch to Spin Punch
Tap ×, ×, ×

Leg Sweep
Tap (○ ×)

Jumping Leg Smash
Tap ○, △

Scissors Kick
Tap □, ○

Flying Kick
While running, tap □

Grab Moves

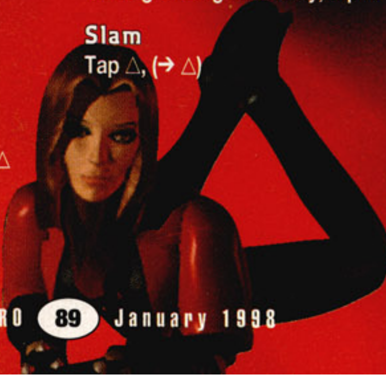
Flip Throw
While grabbing an enemy, tap ○

Slap-Face Combo
While grabbing an enemy, tap ×

Knee in the Face
While grabbing an enemy, tap □

Leg Squeeze Throw
While grabbing an enemy, tap △

Slam
Tap △, (→ △)



Smasher

Double Punch to Hammer Strike
Tap ×, ×, ×

360-Degree Shockwave
Tap (○ ×)

Body Slam
When an enemy is on the ground, tap (○ △)

Snowball Smash
While running, tap ×

Flying Body Charge
While running, tap □

Grab Moves

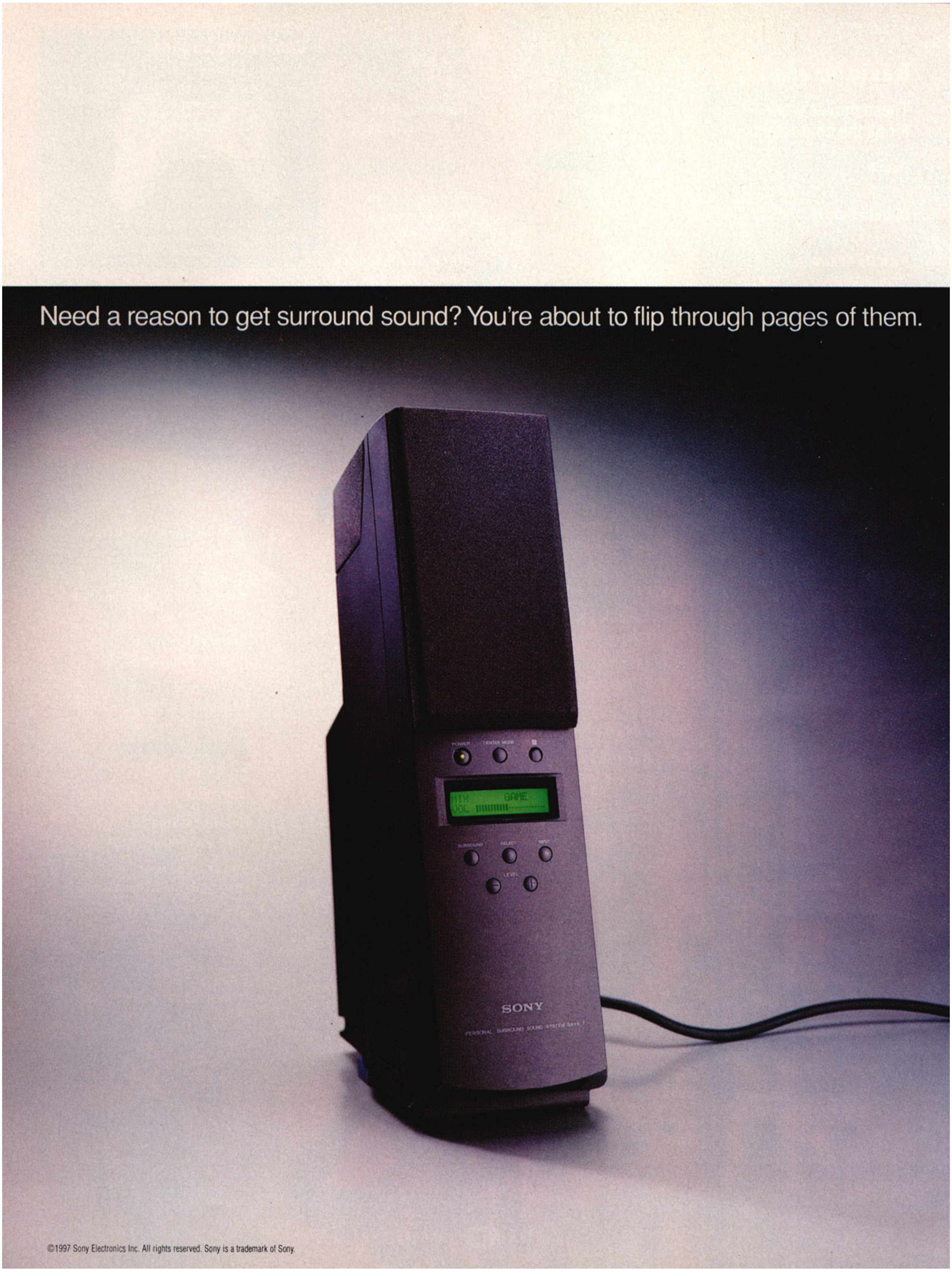
Slam
While grabbing an enemy, tap ○

Headlock Smash
While grabbing an enemy, tap ×

Super Uppercut
While grabbing an enemy, tap □

Pick Up
While grabbing an enemy, tap △, (→ △)

Knee Snap
While grabbing an enemy, tap △, (→ △), ×


Need a reason to get surround sound? You're about to flip through pages of them.
POWER
CENTER MODE
MIX GAME
VOL
SURROUND
SELECT
INPUT
LEVEL
SONY
PERSONAL SURROUND SOUND SYSTEM

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Command & Conquer: Red Alert

(By Westwood Studios)

By Boba Fatt

Replay? MED

TEEN T AGES 13+

Challenge adv Level

Price not available

Real-time Strategy

Available now

2 players (with link cable)

Graphics

4.0

Sure, real-time strategy games aren't about graphics, but these vehicles and soldiers are relatively small and have a bit less character than the Orcs in Warcraft II.

Sound

4.5

Red Alert's music is both exciting and subtle, with eerie chants in the background. The explosions and other effects are dead on.

Control

4.0

The controller will be a tough transition for PC players, but the interface works well. If you're lucky enough to have one, the PlayStation mouse works much better.

Fun Factor

4.5

Red Alert's dual forces, spread across two CDs, offer many hours of strategy and cunning. If only there were a better way to go head-to-head...

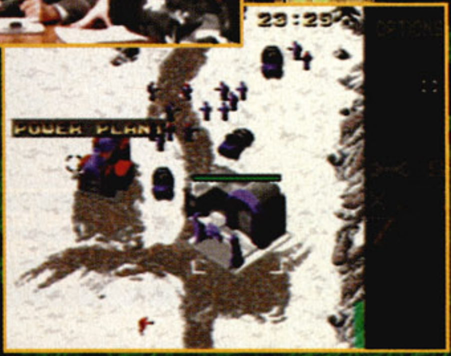
The Soviets prepare for war in Red Alert's exciting full-motion video cut scenes.

Strategy fans know that there isn't a more addictive experience than creating an entire army from a few measly soldiers and setting out to destroy your opposition. With that in mind, this sequel to Command & Conquer storms the PlayStation in magnificent fashion. This translation loses nothing from its PC predecessor—providing you have a mouse, a link cable, and a friend that owns a PlayStation. No sweat, right?

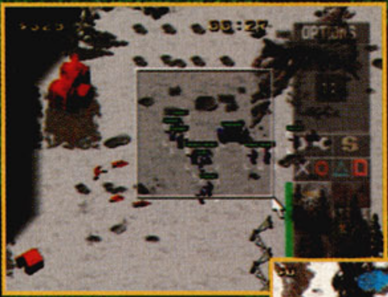
Red Alert fights on, though, making the best of its situation. The single-player missions have better A.I. than the PC version, and the sharp gamepad control will become your ally once you get accustomed to it. It's unfortunate, though, that you still can't save in mid-mission.

If you own the PC version of Red Alert, the minor A.I. and graphical improvements aren't worth another investment, particularly with the hardware constraints. If you're new to strategy games, however, or if your PC is AWOL, C&C: RA is A-OK. Ten-hut! G

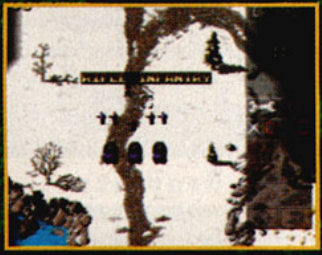
PROTIP: On missions with Tanya, use her as a sharpshooter, but keep the medic nearby to fix her up. If she dies, all is lost, but she's too good a shooter to keep off the front lines!



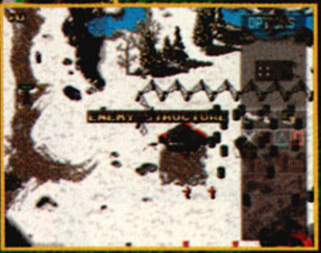
▲ PROTIP: Don't be afraid to just chill and build your armaments for a while, especially against an A.I. opponent.



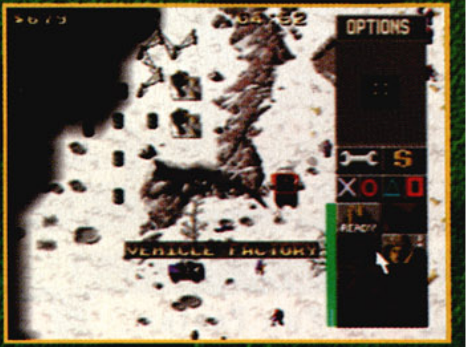
PROTIP: Never send five men into battle when you can spare ten. This game's all about power, and meek attacks won't get you anywhere.



PROTIP: Send grunts ahead to scout for enemies: They're expendable and can tip you off to a massive assault.



PROTIP: When your men are held prisoner near gas barrels, kill their captors during rescue missions without hitting the fuel or they'll all go up in flames.



PROTIP: Special forces, like soldiers with rocket launchers, can do a lot of damage if you keep them on the back lines with grunts to protect them.

Armored Core
(By Sony)

By Atomic Dawg

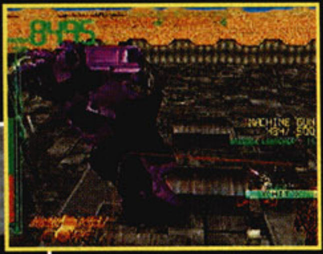
$49.95
Available now
Action/adventure

2 players
45 missions
10 versus levels

Challenge int Level

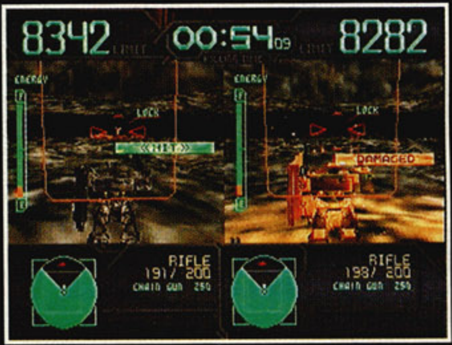
TEEN T AGES 13+

Replay? HI



PROTIP: You must learn to dodge and shoot. Press R1 or L1, and when you lock on to a target, press ☐ to fire.

Cinemas do nothing for the gameplay, but they sure look cool!



Versus mode deals out finger-mauling head-to-head fighting.

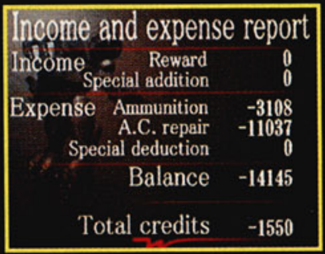
Armored CORE

Armored Core's metal-mashing mechanical mayhem blasts you into a far-flung future where mercenaries and their robot soldiers rule. The 'bot fighting is similar to Virtual On's, but Core has mission-based action/adventure as well as two-player split-screen fighting.

The missions offer 45 shoot-n-shop hit jobs where you whack enemy mechs to earn cash for hardware upgrades. The challenges vary from the simple zapping of worker droids run amok to knockdown-dragout robot warfare as you battle through slick indoor and outdoor 3D environments. Between missions, robot mechanics will have a great time shopping through the detailed onscreen catalogs and fine-tuning their killing machines.

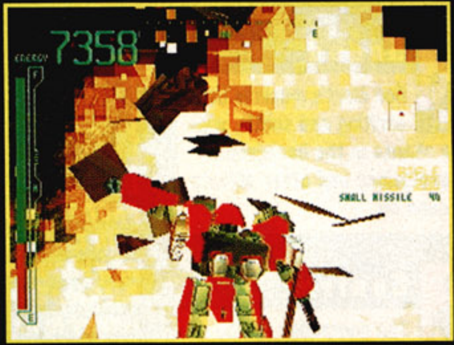
The chinks in Core's gameplay armor are flighty controls and clunky action. The slow-turning robots and the sharp-shooting A.I. make it tough to avoid enemy shots, which reduces most battles to toe-to-toe heavy-metal slugfests.

Despite these drawbacks, if you're a hardcore robot fighting fan, you'll like Armored Core's balance of 'bot building and combat. G

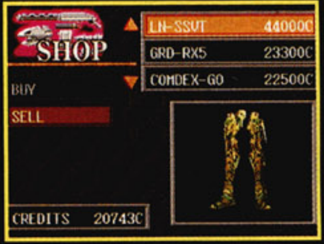


Income and expense report
Income Reward 0
Special addition 0
Expense Ammunition -3108
A.C. repair -11037
Special deduction 0
Balance -14145
Total credits -1550

PROTIP: Even if you have negative cash flow, you can still buy and sell weapons.

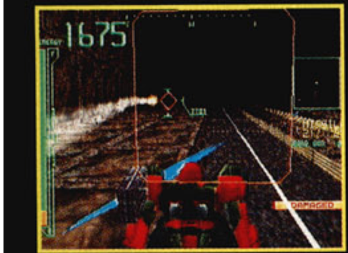


PROTIP: In the early stages, keep the left arm equipped with a Laserblade. It's deadly during close-up combat.



SHOP
LN-SSVT 44000C
GRD-RX5 23300C
COMDEX-GO 22500C
BUY
SELL
CREDITS 20743C

PROTIP: If you earn A.C. parts as payment, like the legs from Murakumo, compare their value at the shop before the next mission. You might want to just cash 'em in.



PROTIP: The radar reveals enemies hiding behind structures, but you'll need a clear shot to hit 'em with homing missiles.

Fun Factor

4.0

There's something here for fast-fingered brawlers and robot mechanics alike. The mission-based mode and fighting mode both offer high-quality games.

Sound

4.0

The effects are the stars of the audio show with great blasts and clanking metal body parts. The fusion music tries hard but quickly gets repetitive.

Control

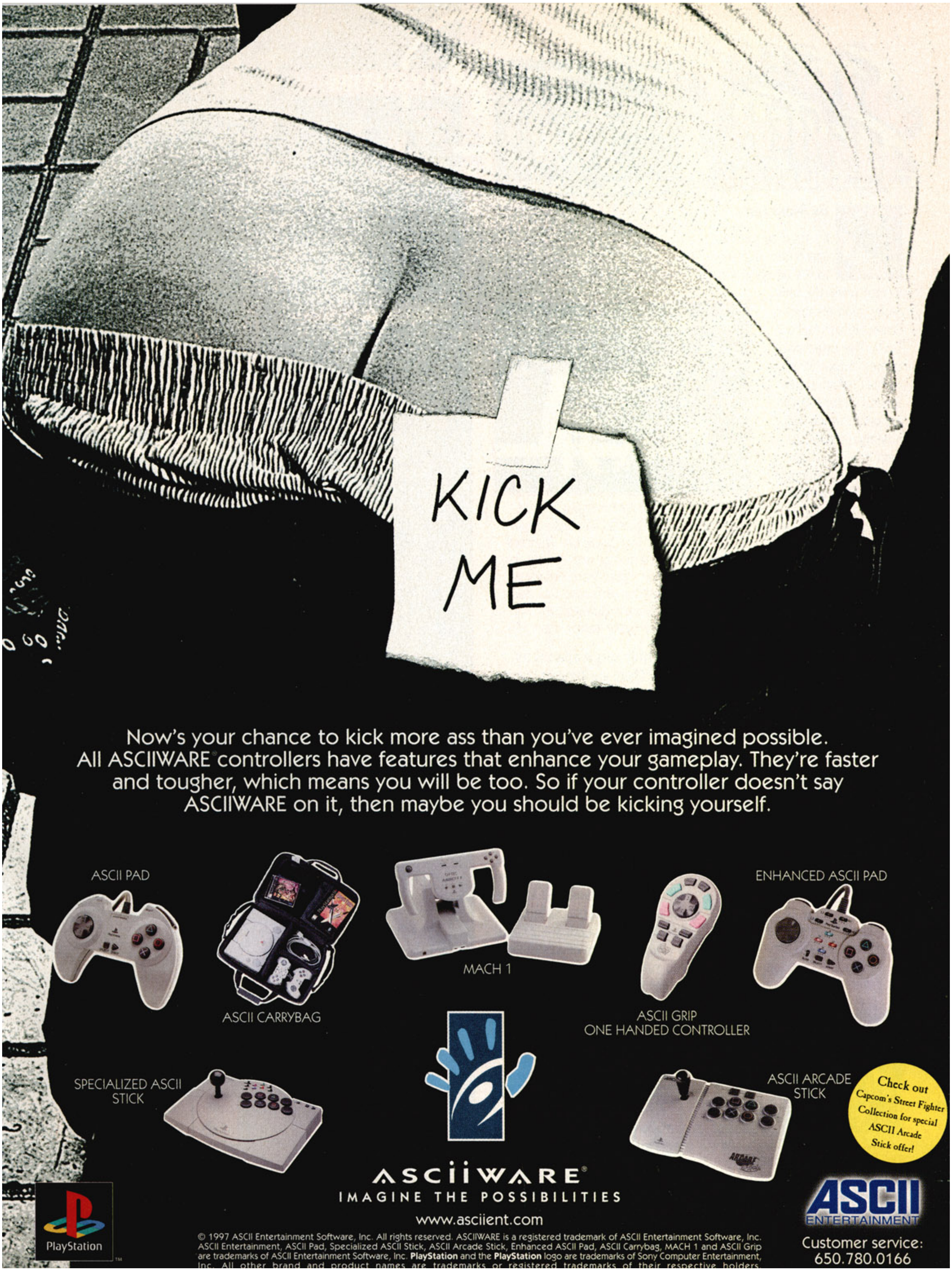
3.5

The controls will tie up your fingers during intense inside combat, which can require you to press all four R and L buttons. It's especially tough to turn around and draw a bead on mobile bad guys attacking from close behind you.

Graphics

4.0

The animation works well during combat, and the homing missile effects are especially cool. The mechs feature a sharp, high-tech look, and you can customize them by designing your own logo, painting, and camouflaging.


KICK
ME
ASCII PAD
ASCII CARRYBAG
MACH 1
ASCII GRIP
ONE HANDED CONTROLLER
ENHANCED ASCII PAD
SPECIALIZED ASCII STICK
ASCII ARCADE STICK
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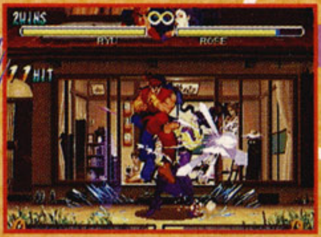
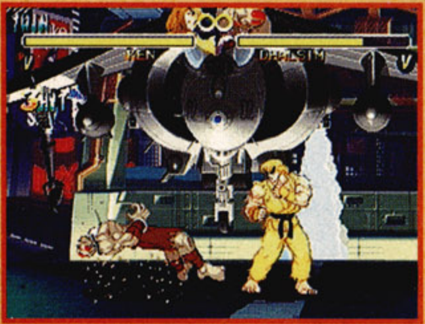
STREET FIGHTER COLLECTION



PROTIP: In SF Alpha 2 Gold, press Start twice on Ryu to play as Evil Ryu, with moves similar to Akuma's. Press Start once on Akuma to play a revved-up version of him.

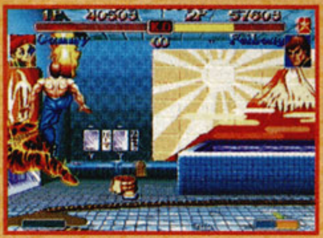
By Scary Larry

It's hard to give a comprehensive score to the whole SF Collection when the only really good element is Street Fighter Alpha 2 Gold. The other two games, Super Street Fighter II and Super Street Fighter II Turbo, are only thrown in for nostalgia's sake. As next-gen fighting games, they couldn't hold a straw to fighters like Tekken 2 or Virtua Fighter 2.

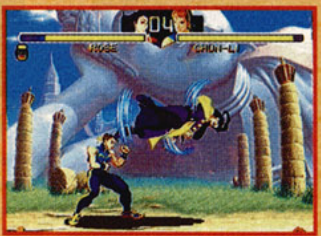


PROTIP: In Street Fighter Alpha 2 Gold, choose Ryu, Ken, Chun Li, Dhalsim, Sagat, Zangief, or Bison, then press the Start button once, and you'll end up with the old version of that fighter from Street Fighter II Turbo. That means the old cross-ups and two-in-one combos are included, but no custom combos or super moves from SFA.

However, SF Alpha 2 Gold, which is actually an improved version of SF Alpha 2, is a very good game in and of itself. Although still stuck in its 2D origins, it's a fast and furious fighter with clean, colorful graphics and great moves.



PROTIP: Corner traps work well in all the SF games. Back an opponent into the corner, then unleash a barrage of super moves, regular punches, and low kicks. Don't come in with a jumping combo or your opponent will retaliate and get out of the corner.



PROTIP: The key to success in SF Alpha 2 Gold is to learn the alpha counters. These will break almost any combo.

What truly sets it apart is its depth. There are intricate combos and counters that other flashier fighters have yet to incorporate. And although the game marginally suffers in sound (the taunts are silly and the hits still sound like wet slaps) and control (only if you're not familiar with Street Fighter-style brawling), SFA 2 Gold will still draw novices and veterans of the genre to its battlefield.

With 18 characters and modes like Survival, Versus, and Akuma (an incredibly tough challenge for callused SF soldiers), SFA 2 Gold is worth the price of admission. You can show the other two games to your younger brothers and sisters to explain what fighting games were like back when you were a kid. G

Street Fighter Collection by Capcom

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

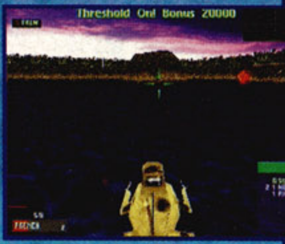
$49.99
Available now
Fighting
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Teen

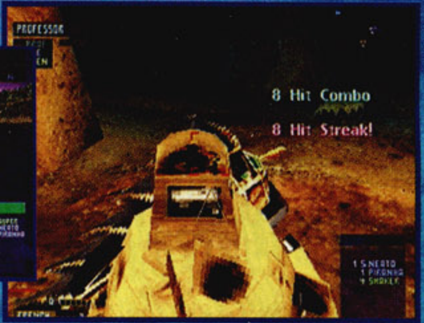
CRITICAL DEPTH

By Scary Larry

Critical Depth turned out to be just what it looked like in the preview versions—an underwater Twisted Metal. You pick a sub (each with a different captain and abilities), then engage other subs in a capture-the-flag game, battle a friend in two-player action, or slowly progress through an area by accomplishing certain tasks in the mission mode. CD also sports a number of hidden areas à la Twisted Metal, but you cannot exceed critical depth.

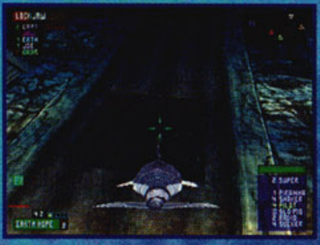


PROTIP: Sometimes breaching the surface will reveal more power-ups.

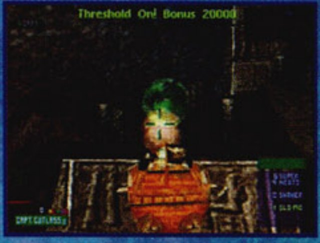


PROTIP: In Battle mode, pick subs that can latch onto other subs (like Lockjaw or Le Griffe), and while you have an enemy embraced, fire missiles into them for multiple combo damage.

The graphical details are dim and somewhat bland. The problem is that enemies are usually too far away to see, and when you do gain ground on them, they zip past you.



PROTIP: Blast through the metal grates in the Pacific Rim's streets to reveal a hidden area.



PROTIP: Use regular torpedoes to blast everything (trees, boxes, and even structures). Most objects hold hidden power-ups.

The sounds could have used some voice overs, giving the ships more personality. Eerie underwater sounds like the cries of dolphins echo from the arenas, but for the most part, you're stuck with a blaring, boring pseudo-rock soundtrack.

What sets CD apart from Twisted Metal is the game's slow pace. Even with a sub's turbo kicked on, the game drags as you search out enemies in levels that offer too many hiding places. You also find yourself wasting a lot of missiles as enemy craft avoid lock-ons at the last minute.

Critical Depth isn't a bad game—it just isn't as fast and as frantic as Twisted Metal. Destruction maniacs may find the game an underwater blast, but unless you like your metal twisted and wet, you should rent before you dive in these waters. G

Critical Depth by GT Interactive

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

$49.95
Available now
Action/adventure
2 player

Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

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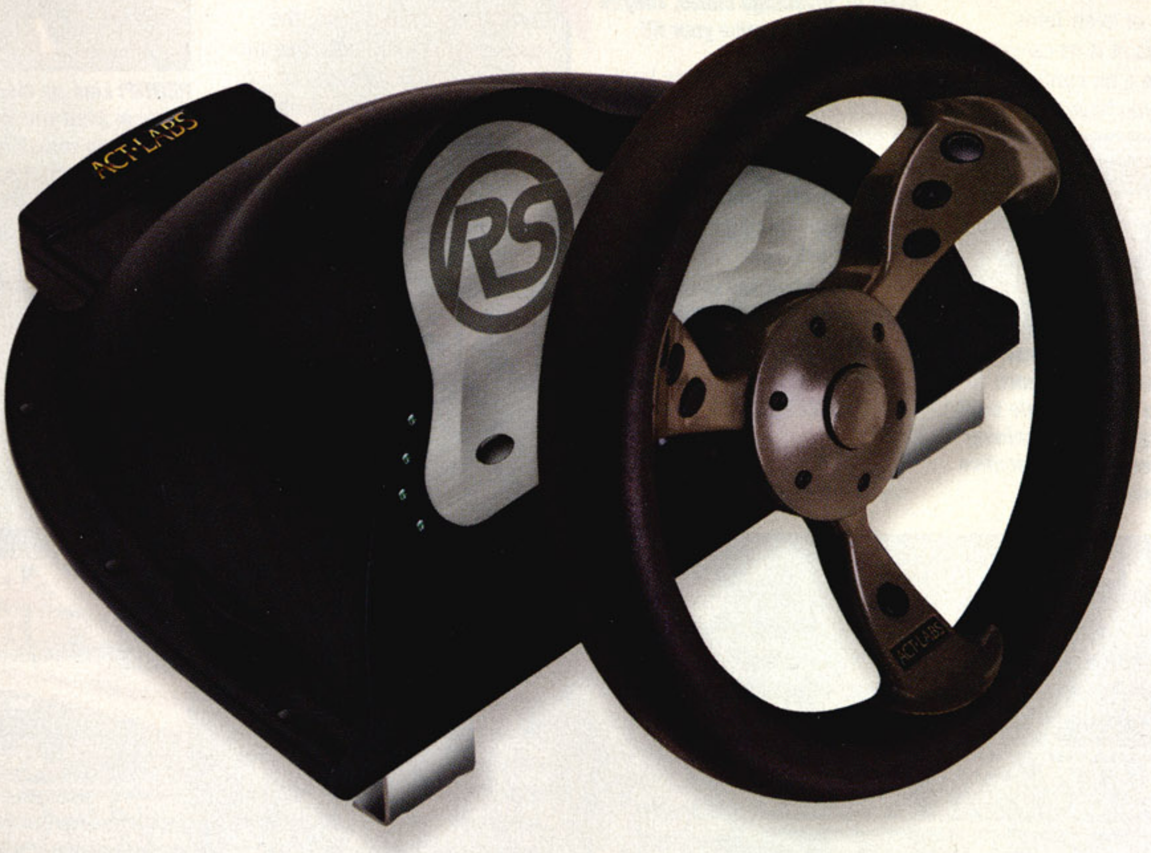
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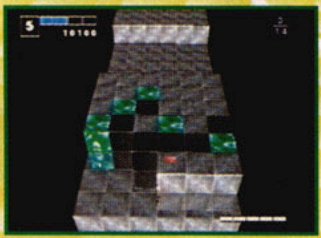
Intelligent Qube

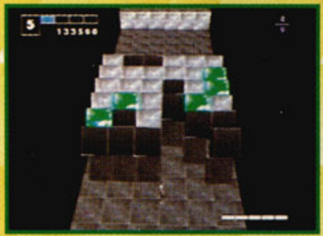
By Boba Fatt

Intelligent Qube is a wildly challenging and exciting game that manages to provide the perfect mix of reward and frustration. You play as a little guy who's going to be crushed or knocked off the world unless you can capture blocks. It's easy to immerse yourself in this game—especially with its ticking clock. Let's see that kind of tension in a Rubik's Cube or even Tetris.

IQ's only fault is its camera, which can be a bit confusing, especially when you don't know how much room you have left. It's adjustable, but there's no perfect setting. The pounding soundtrack, however, perfectly complements this game's intense challenge. Puzzle fans rejoice—Intelligent Qube is here to crush you! G



PROTIP: The key to success in Intelligent Qube is proper placement of advantage cubes. They're the only way to raise your IQ!



PROTIP: Go all the way back toward the top of the puzzle before speeding up the remaining negative cubes, or you'll sacrifice precious rotations.

Intelligent Qube by Sony

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

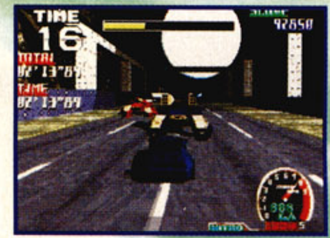
$39.99	Challenge: Adjustable
Available now	Replay value: High
Puzzle	ESRB rating: Kids to Adults
2 players (alternating)	

RAY TRACERS

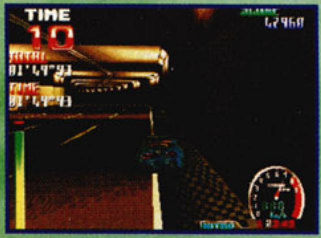
By Dr. Zombie

Ray Tracers tries hard, but ultimately ends up like a Twisted Metal wannabe. Choose among four cars to race on six courses in various locales. The sharp graphics have a smooth, fast frame rate. The adequate sound effects feature a standard hard-rock riff. Controls are responsive to onscreen action, but sometimes the fast-moving cars require finesse.

While it is fundamentally fun to just drive fast and ram into everything on the road, the gameplay quickly becomes monotonous after a couple of rounds. A two-player combat mode would have revved the Fun Factor. For now, just rent Ray Tracers for temporary, destructive stress relief. G



PROTIP: Line up enemy cars directly in front you before punching Nitro to smash 'em.



PROTIP: Race onto tunnel walls for increased speed to catch up with enemies.

Ray Tracers by T•HQ

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	2.5

$49.95	Multiple views
Available now	Challenge: Adjustable
1 player	Replay value: Medium
Combat-driving	ESRB rating: Kids to Adults
6 courses	

NEED FOR SPEED V-RALLY

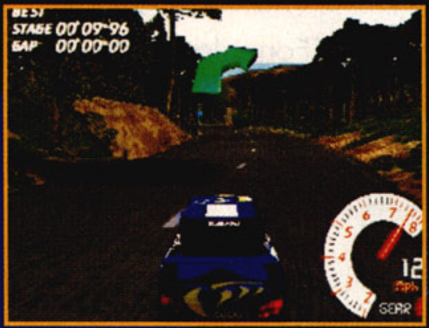
By Dr. Zombie

Bring your passport when you play Need for Speed V-Rally. EA takes its popular racing series global on 42 stages in eight locales ranging from Africa to Sweden. Unlike previous editions of Need for Speed, V-Rally is hardcore rally racing that emphasizes vehicle control so you can deal with the inevitable slides, flips, and rolls on the game's winding courses.

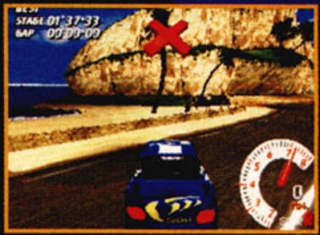
Choose from 11 official cars, then play solo or take on a friend for smooth split-screen action. Three game modes and a detailed customization menu ensure an ideal racing experience for all. The new "co-pilot voice-over" feature provides useful warnings of impending twists in the road.

The graphics are exquisite, featuring richly detailed, smooth scrolling environments that effectively convey a sense of depth and distance with only minor occurrences of pop-up. Game control is responsive, but requires patience and practice, so arcade drivers will easily be frustrated. The sound effects are adequate, but the hard-rock music all sounds the same.

Although it may not be the game for speed freaks, rally enthusiasts will immediately appreciate the depth and details of this well-crafted game. It's a worthy addition to the Need for Speed lineage. G

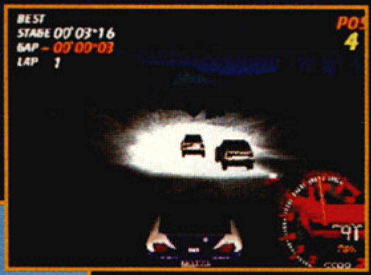


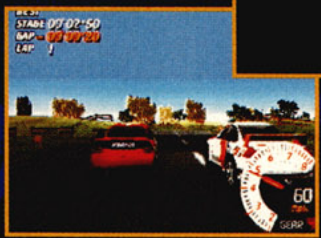
PROTIP: Tap the gas to slow down on green arrows. Tap the brake on yellow arrows. Pump the handbrake on red arrows.



PROTIP: If your car starts to spin out of control, hit reverse and steer hard in the opposite direction of the way you're spinning.

PROTIP: Slow down while racing at night and stay on the inside of the road as much as possible for guidance.





PROTIP: For your first time around the track, keep your eyes on the center line while using the lead car as a guide.

Need for Speed V-Rally By Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

$49.95	Multiple views
Available now	Analog controller
2 players	Challenge: Adjustable
Driving	Replay value: High
42 courses	ESRB rating: Kids to Adults

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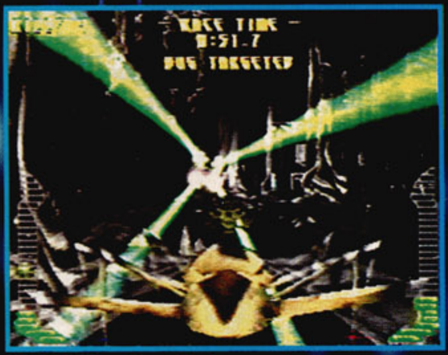
BUGRIDERS

By Boba Fatt

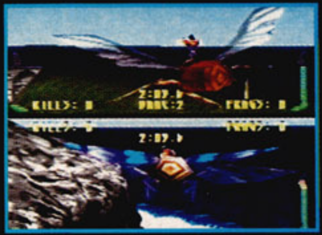
You might have thought that Earthworm Jim's flying cows and puppies were the weirdest video game elements ever, but GT Interactive is gunning for the title with this simple concept: bug racing. You know, sitting on a flying insect and crossing the finish line first. But as this game amply proves, weird doesn't always mean good.

BugRiders takes a can of Raid to the Panzer Dragoon formula by making your ride work against you like a spoiled horse. Not only does the bug not want to go where you steer, but, of all things, you have to whip it to make it fly faster. Inflict too much pain and it refuses to fly at all. To add insult to frustration, you're on a rail system, so only a small fraction of the steering is yours to control anyway. You think we're kidding? Fear not—this isn't the April Fools issue, any more than BugRiders is...what's the word?...fun.

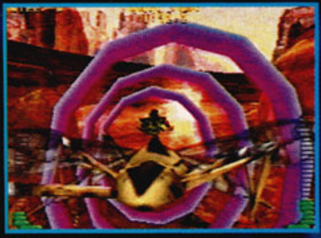
In all fairness to the insect kingdom, BugRiders features intense, very fluid visuals on six distinct levels that range from underground caverns to rain forests to beaches. The sound's a mixed bag with goofy music on some levels and nearly exciting beats on others. While there are some cool weapons to pick up as well as a good variety of bug steeds, because of bad control, praising these aspects is like toweling off the Titanic. BugRiders' next stop: a roach motel. G



PROTIP: The Greenfire's your best weapon for taking out bugs with a single hit. It's limited, though, so wait until you have a sure lock.



PROTIP: In the two-player mode, it's always to your advantage to stay behind your opponent.

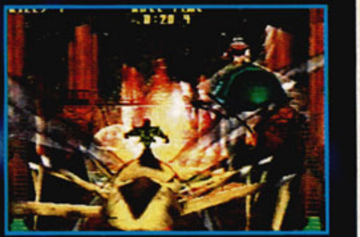


PROTIP: You can only carry one special weapon at a time, so be careful not to enter an armament gate if you already have something good.

BugRiders: The Race of Kings
By GT Interactive

Graphics	Sound	Control	Fun Factor
4.0	3.0	1.5	2.0

$49.95
Available now
Racing/shooter
2 players
22 characters
6 courses
Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults



PROTIP: The first hint that someone's behind you is stray fire. Be sure to keep your finger poised on your shields at all times.

COURIER CRISIS

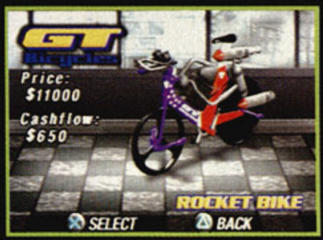
By Shadow Dragon

In Courier Crisis, you take to the streets as a bike messenger in a frantic race to deliver packages and earn the almighty buck. However, the job of a road daredevil is not an easy one; the streets are littered with pesky pedestrians, vicious dogs, and aggressive drivers, all of whom present safety hazards.

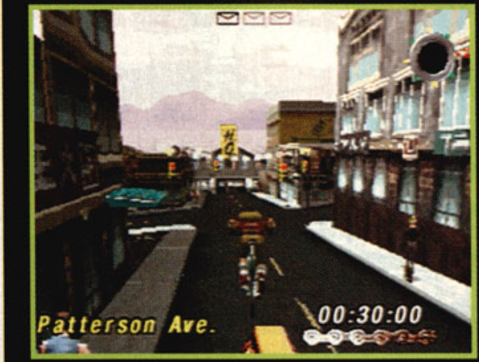
Gameplay takes place in a completely 3D environment with levels set in neighborhoods like Civic Center, Chinatown, and Skid Row. The best part of the game is the freedom to explore every part of the city, which enables you to uncover shortcuts that will help you shave time off your assignments. The tight controls make it easy to maneuver and perform aerial acrobatics, but the hectic cityscape is filled with hazards that often appear out of nowhere, leaving almost no time to react.

The graphics cover no new ground, though the levels are large and well-designed. Occasionally, severe pixelization and draw-in problems crop up; beyond being an eyesore, they can interfere with your negotiating obstacles. The sound is adequate and includes a rousing soundtrack marred by repetitive voices.

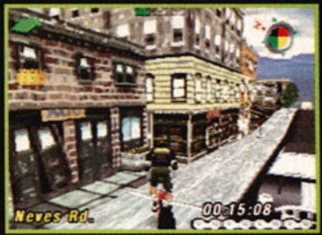
Overall, Courier Crisis offers decent fast-paced fun and humor. While "package delivery as gameplay" isn't the most attention-grabbing concept, the game's quasi-Road Rash feel will likely be enough to lure a few curious gamers. But with such average results, we're talkin' rental all the way. G



PROTIP: After building up your savings, head to the GT Bicycle shop to purchase better equipment like the Rocket Bike.



PROTIP: Use the bunny-hop maneuver to avoid obstacles like oncoming traffic.

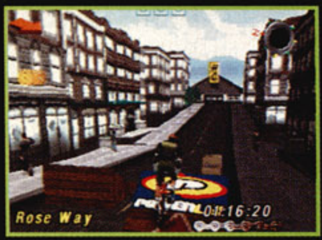


PROTIP: Stay on the move in Skid Row or you'll be easy prey for the pack dogs.

Courier Crisis by GT Interactive

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	3.0

Price not available
Available now
1 player
Action
Chase view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults



PROTIP: Hit the ramps at full speed to get the maximum distance on your jumps.

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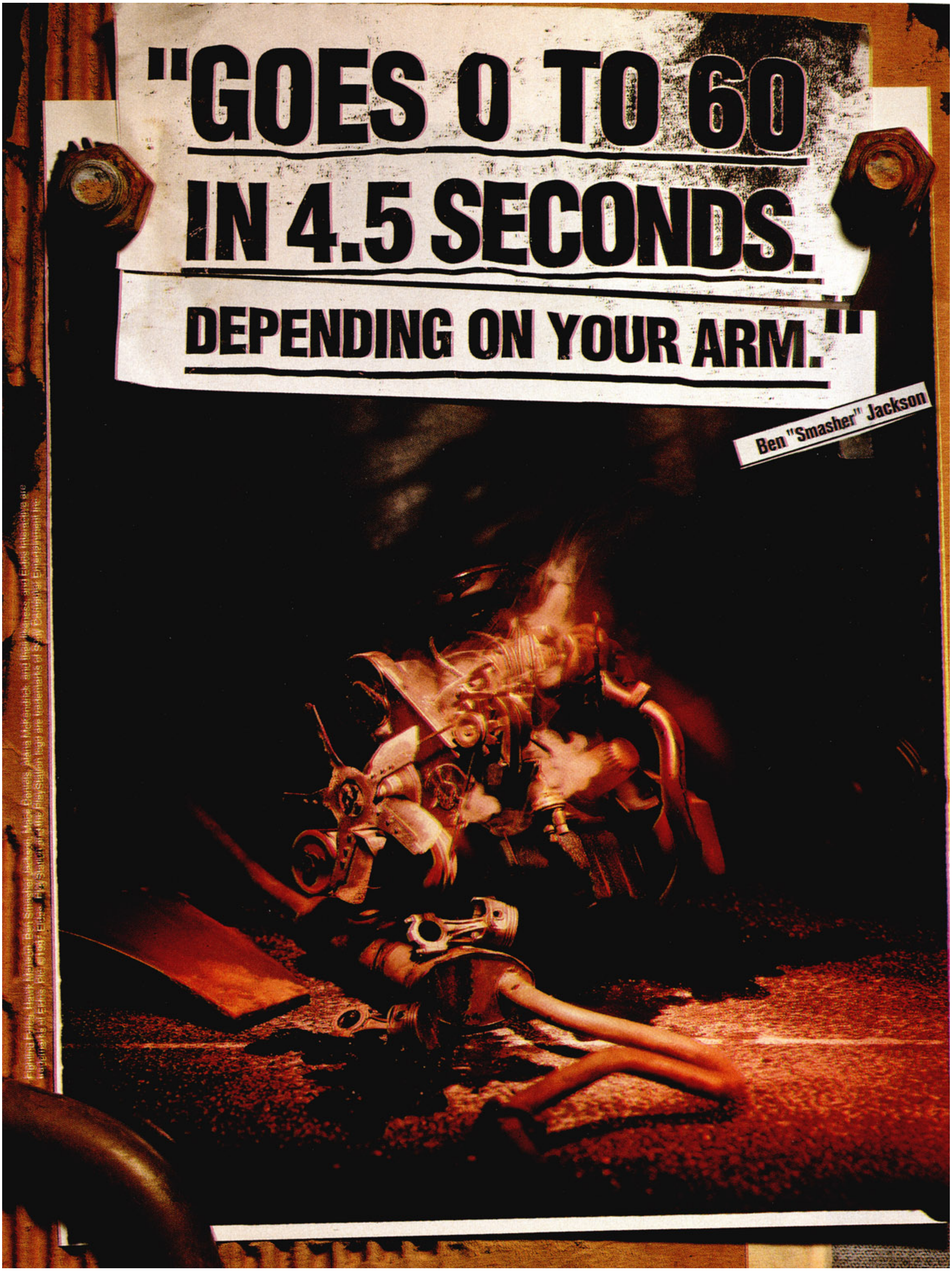
"GOES 0 TO 60
IN 4.5 SECONDS.
DEPENDING ON YOUR ARM."
Ben "Smasher" Jackson

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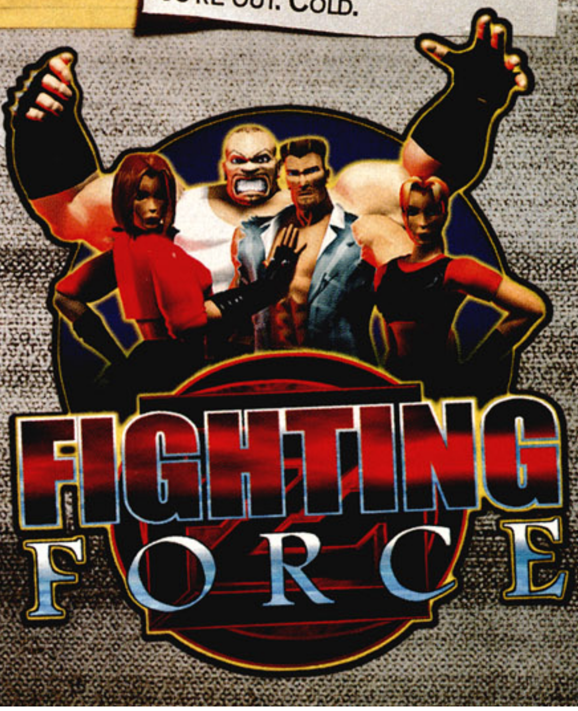
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Street Fighter Collection

(By Capcom)

By Major Mike

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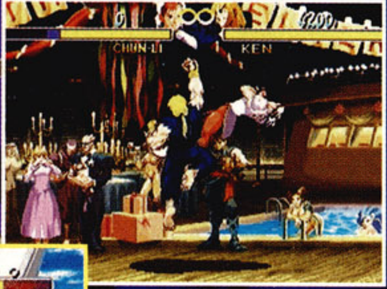
STREET FIGHTER COLLECTION

Street Fighter Collection's a nostalgic look at some of the most influential fighting games in the history of the genre. However, the overall Collection's a mixed bag with two weak Super Street Fighter titles and one very strong SF Alpha 2 Gold title.

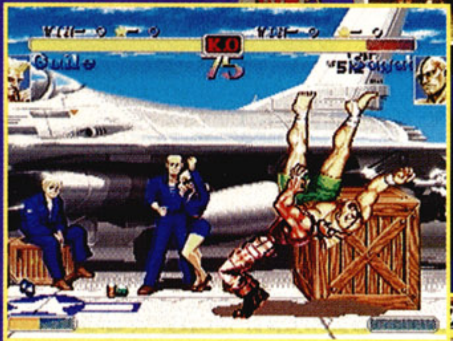
The two Super titles really show their age and will appeal only to staunch SF fans. In Super Street Fighter II and Super Street Fighter II Turbo, two-in-one combos, cross-up attacks, and other limited old-school SF techniques reign supreme. Aside from enabling you to play as old SF characters, these titles have little else to offer.

SF Alpha 2 Gold is what makes the Collection collectable. Gold is essentially Alpha 2 with more characters and options. In addition to the entire SFA2 lineup, you can play as several hidden fighters, including Cammy from X-Men vs. Street Fighter. The most striking new option is the Akuma mode, which pits gamers against a super-tough, computer-controlled Akuma. With all these extras, Alpha 2 Gold is easily the best Alpha title to date.

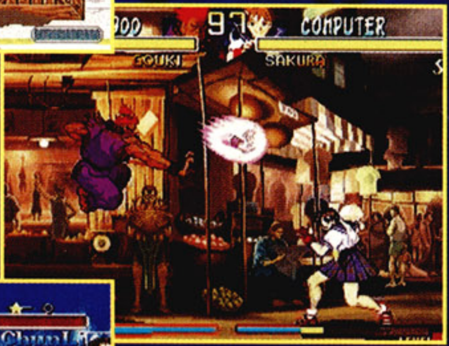
Overall, SF Collection will be worth gold to die-hard SF fans. However, if you're burned out on Street Fighter (or if you're an Alpha-only fan), you'll probably be satisfied by just renting it. G



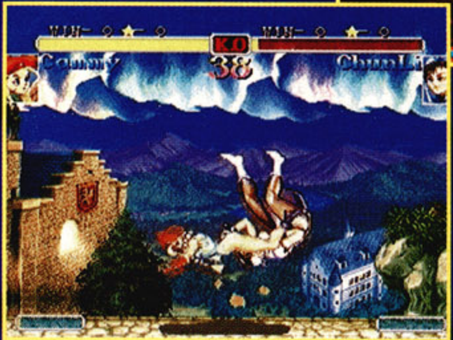
Street Fighter Alpha 2 Gold features multiple versions of some fighters, including Chun-Li, Ken, Ryu, and Sagat.



PROTIP: To get in a cheap throw Sonic Boom using the Jab Punch, then follow it toward your opponent. While he's busy blocking your projectile, you can suplex him to the pavement.

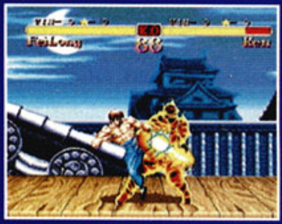


PROTIP: In Street Fighter Alpha 2 Gold, to play as Akuma from Street Fighter Alpha, put the cursor over Akuma and press Start once. SFA Akuma is more powerful than his SFA2 Gold incarnation—especially with his Double-Air Fireball.

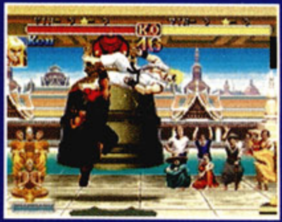


PROTIP: In Super Street Fighter II and Super Street Fighter II Turbo, take advantage of Chun-Li and Cammy's air superiority by using their plethora of air throws and grabs.

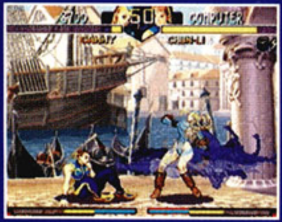
A Tale of Three Street Fighters



Super Street Fighter II



Super Street Fighter II Turbo



Street Fighter Alpha 2 Gold

Graphics 4.0

Super Street Fighter II and Super Street Fighter II Turbo's graphics are arcade-perfect, but the choppy background animation and the lack of detail in the fighters date them. Street Fighter Alpha 2 Gold, however, features all the splashy visuals of the arcade version, including the screen-filling Super moves.

Sound 4.0

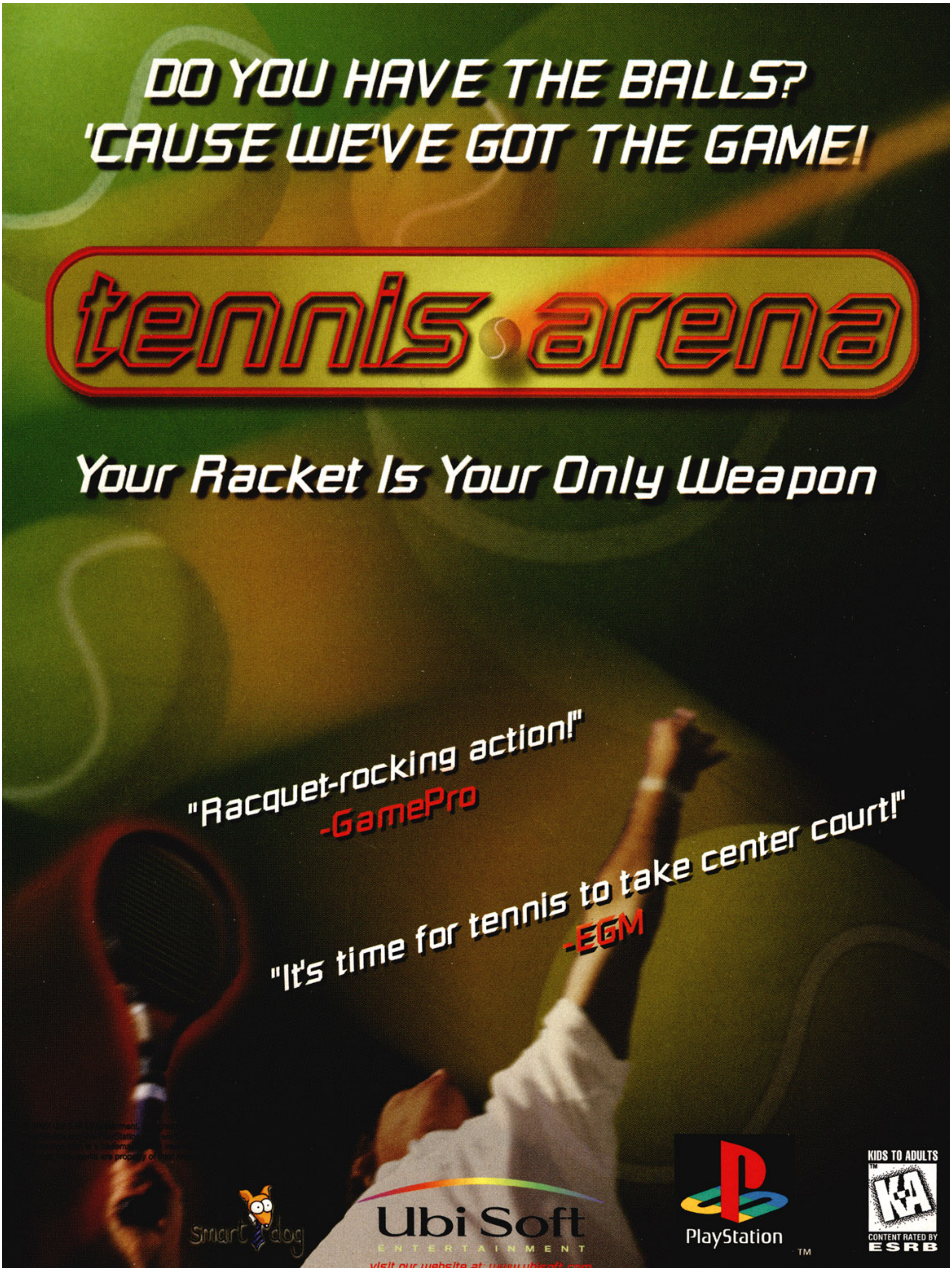
Super Street Fighter II and Super Street Fighter II Turbo's audio tracks are marginal at best because of tinny tunes and muted sound effects. Alpha 2 Gold, on the other hand, resounds with rousing music and arresting sound effects.

Control 4.5

Alpha 2 Gold's controls are perfect. On the other hand, while most of the special moves in Super SF II and Super SF II Turbo are easy to execute, performing the Supers in Super SF II Turbo are a hit-and-miss affair—not to mention taxing on the thumbs.

Fun Factor 4.0

Time hasn't been kind to Super SF II and Super SF II Turbo, which both pale horribly in comparison to Alpha 2 Gold. Those who like old-school Street Fighter gameplay will find Collection a welcome blast from the past; all those raised on Alpha will only find Alpha 2 Gold of interest.


DO YOU HAVE THE BALLS?
'CAUSE WE'VE GOT THE GAME!
tennis arena
Your Racket Is Your Only Weapon
"Racquet-rocking action!"
-GamePro
"It's time for tennis to take center court!"
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smart dog
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PlayStation
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KIDS TO ADULTS
TM
K-A
CONTENT RATED BY
ESRB

Croc: Legend of the Gobbos

(By Fox Interactive)

By Boba Fatt

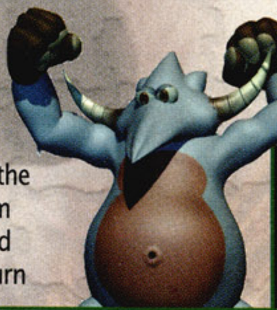
CROC
LEGEND OF THE GOBBOS

$49.98	1 player
Available now	4 worlds
Action/ adventure	50 levels

Challenge adv Level

KIDS TO ADULTS K-A AGES 6+

Replay? MED

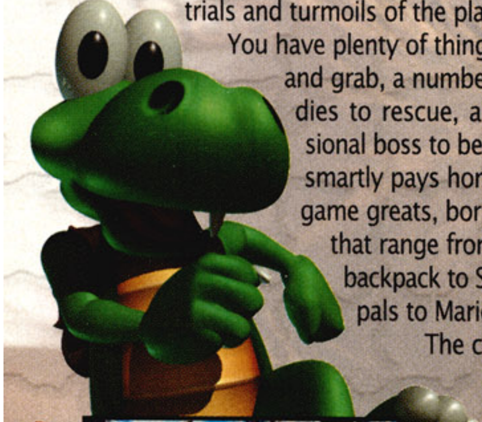


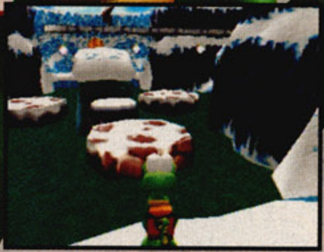
Croc, the coolest newcomer of the year, bounds onto the Saturn in magnificent style, bringing all the platform excitement from his PlayStation debut. Croc: Legend of the Gobbos is easily the best 3D platformer on the Saturn yet, and it will finally appease Saturn owners who have suffered from Mario envy.

As Croc, you're subjected to the usual trials and turmoils of the platform genre: You have plenty of things to jump on and grab, a number of cute buddies to rescue, and the occasional boss to belittle. Croc also smartly pays homage to video game greats, borrowing ideas that range from Lara Croft's backpack to Sonic's adorable pals to Mario's gameplay.

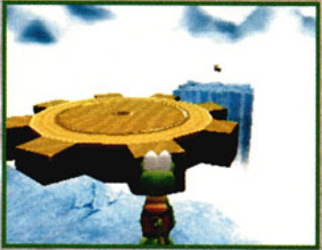
The crisp, cartoony visuals and catchy sound effects fit this title perfectly, but unfortunately, Croc's not all peaches and pears. Unlike the PlayStation analog controller, the Saturn controller doesn't enable you to navigate the in-game camera if you get in a jam. Your character's viewpoint isn't always optimal, either (especially when items are above Croc).

Even though the game may be a little frustrating, those who have patience will find the total package is well worth the challenge. G

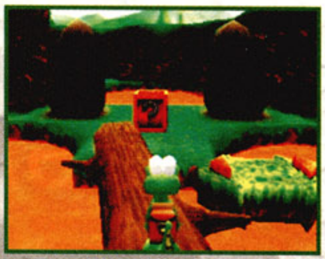




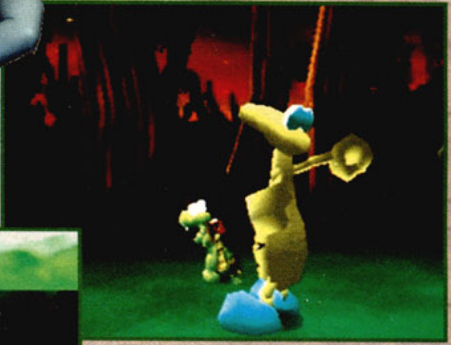
It's a winter wonderland, Croc-style! Of course, you're going to slide off those moving platforms—that's what makes ice worlds so much fun!



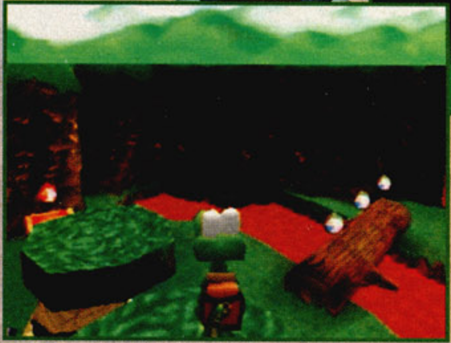
PROTIP: Rather than attempt this daunting jump on Level 2-2, just walk off the ledge to land on a hidden platform to yet another bonus area.



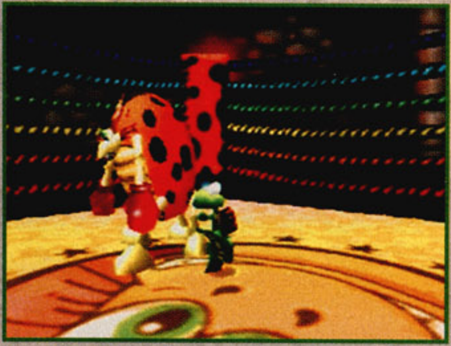
PROTIP: On Level 1-3, check behind the rock on the left for a bonus area.



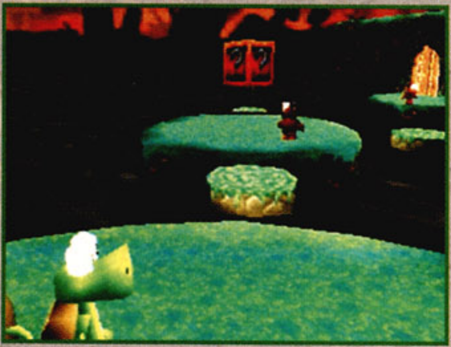
PROTIP: The Feeble gets confused after chasing you for too long—when he wobbles, tail-swipe him to take him out.



PROTIP: When you first start the game, there are two platforms directly above you. Stomp on the one that's farthest away from you three times to find a bonus area.



PROTIP: When Flibby gets tired, tail-swipe him, then stomp on his belly or bite his ear.



PROTIP: At the start of Level 1-B2, stomp on the rock to your left to find a bonus area.

Sound

5.0

The catchy score sets the mood and perfectly complements Croc's battle cries.

Graphics

5.0

The best-looking game to grace the Saturn in quite some time, Croc offers a gorgeous 3D environment—it's the first on this system that even compares to Mario 64.

Fun Factor

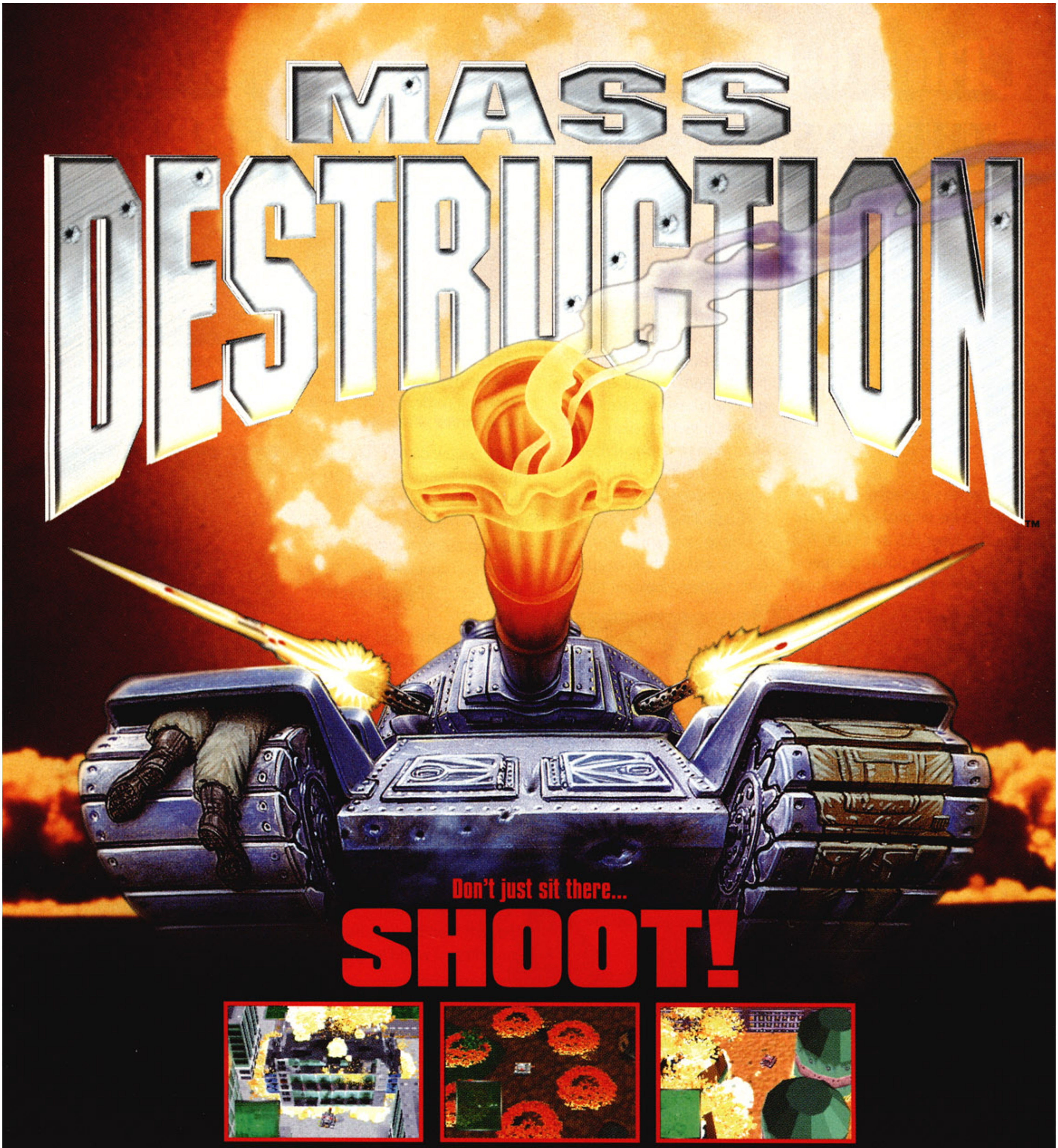
4.5

Croc's a ton of fun—it's the kind of game you want to keep playing just to see what's next. There's challenge galore and plenty of secrets to keep you coming back.

Control

3.0

The Nights analog pad (remember that thing?) works great with this game, but controlling the camera is extremely difficult and often becomes a chore.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SHOOT!

TEEN T AGES 13+ CONTENT RATED BY ESRB

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THE 16-BIT GAMER'S SURVIVAL GUIDE

THE LOST WORLD: JURASSIC PARK

Genesis ProReview

By Scary Larry: Dinosaur Hunter

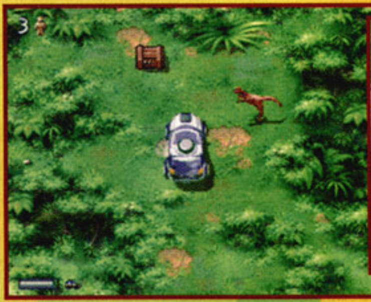
Just when you thought 16-bit games were facing imminent extinction, along comes Sega with another remnant from that lost world known as Genesis gaming. But this game is no Sega savior—it's just another dinosaur destined for the fossil files.

Tracks of My Fears

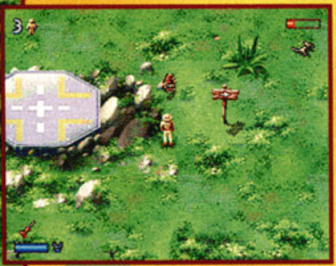
Lost World's gameplay is a throwback to the original Jurassic Park for the Super NES by Ocean. You play via a top-down perspective, hunting and capturing small dinosaurs while avoiding bigger dinosaur predators (like Raptors) across five levels. You also help lost dino scientists and fight evil hunters.

Some of the levels give you a break from the weary overhead action, like the chase sequence where you blow up maniacal motorcyclists while shooting at a fleeing dinosaur. Most of the game, though, is straight-up boring.

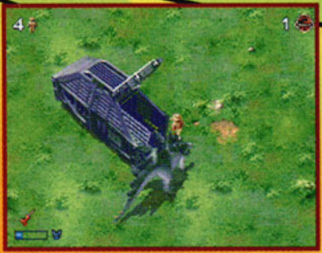
Controlling your character is simple—you shoot with one button and change weapons with another. However, this extremely slow game could really use a run button to speed things up. The cheesy interface that accesses the map will make you snicker; but remember, if this game had appeared, say, three years ago, it might almost have been cool.



PROTIP: Every time you capture six dinosaurs, you get a health box containing armor, an extra life, and gas canisters. Be careful snaring the sixth dinosaur—if you activate the Drop Box near a wall, it will explode and leave you with nothing.



PROTIP: Capture Spitters and other small dinos by nailing them with darts, then collect the icons they leave behind. Forget about the Raptors—just blast 'em with the machine gun until they die.

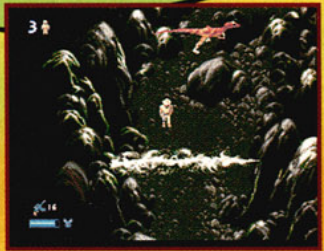


PROTIP: To get the Stegosaurus into the trap, dart him, then run. Once you enter the trap, you'll be rewarded with a jeep.

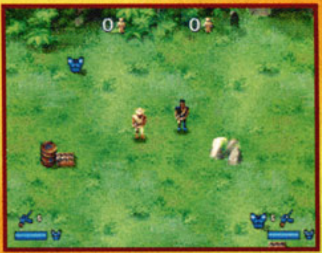
The graphics and sounds won't impress 16-bit die-hards. Don't expect dynamic sprites or flashy cinematic cut scenes here; instead you get muted colors in simple backgrounds and extremely small sprites. The sound, especially the painful motorcycle squealing, will also leave you as flat as a Montana dinosaur dig.

Lost Whirl

The Lost World is just that: A game from a world long gone that seems just plain lost in modern times. It's so old it's new; but Jurassic Park is a place to visit, not to stay. **G**



PROTIP: Falling rocks and steam can kill a dinosaur. Try to lure the Raptors near the walls in the cave section.



PROTIP: Use the password `CIVIL WAR` ***to play in a pseudo-death match against a friend.***

The Lost World: Jurassic Park by Sega

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.5

$49.99
Available now
Action/adventure
2 players
Multiple views

Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

Triassic Tips for the 16-Bit Jurassic Park Games

Jurassic Park (Genesis) Passwords

Dr. Grant

Easy

Level 1: **0VVVVVTO**
Level 2: **2VVVVVTQ**
Level 3: **4VVVVVTQ**
Level 4: **6VVVVVTS**
Level 5: **8VVVVVTU**
Level 6: **AVVVVVT2**
Level 7: **CVVVVVT4**

Normal

Level 1: **0VVVVVUP**
Level 2: **2VVVVVUR**
Level 3: **4VVVVVUT**
Level 4: **6VVVVVUV**
Level 5: **8VVVVVU1**
Level 6: **AVVVVVU3**
Level 7: **CVVVVVU5**

Hard

Level 1: **0VVVVVVQ**
Level 2: **2VVVVVVS**
Level 3: **4VVVVVVU**
Level 4: **6VVVVVV0**
Level 5: **8VVVVVV2**
Level 6: **AVVVVVV4**
Level 7: **CVVVVVV6**

The Raptor

Easy

Level 1: **G21G0014**
Level 2: **I21G0016**
Level 3: **K21G0018**
Level 4: **M21G001A**
Level 5: **021G001C**

Normal

Level 1: **G21G0025**
Level 2: **I21G0027**
Level 3: **K21G0029**
Level 4: **M21G002B**
Level 5: **021G002D**

Hard

Level 1: **G21G0036**
Level 2: **I21G0038**
Level 3: **K21G003A**
Level 4: **M21G003C**
Level 5: **021G003E**

Debug Screen

At the password screen, enter **NYUKNYUK** and highlight one of the arrows. Press and hold A, B, and C, then press Start. The words "Second Controller Enabled" will appear. Pick a game and you'll go to a level-select screen. Use Controller Two's directional pad to move anywhere onscreen and use the buttons to replenish health and ammo.

Jurassic Park (Super NES) Level Select

When the title screen appears, press Down, Right, and Left until you hear an explosion. Start a game, pause it, and press Select to skip to the next area. This trick can be repeated indefinitely.

Jurassic Park 2 (Super NES) Unlimited Continues

At the mission-select screen, press the following top triggers: L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R to start any mission with unlimited continues.

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START
RESET
L1
R1

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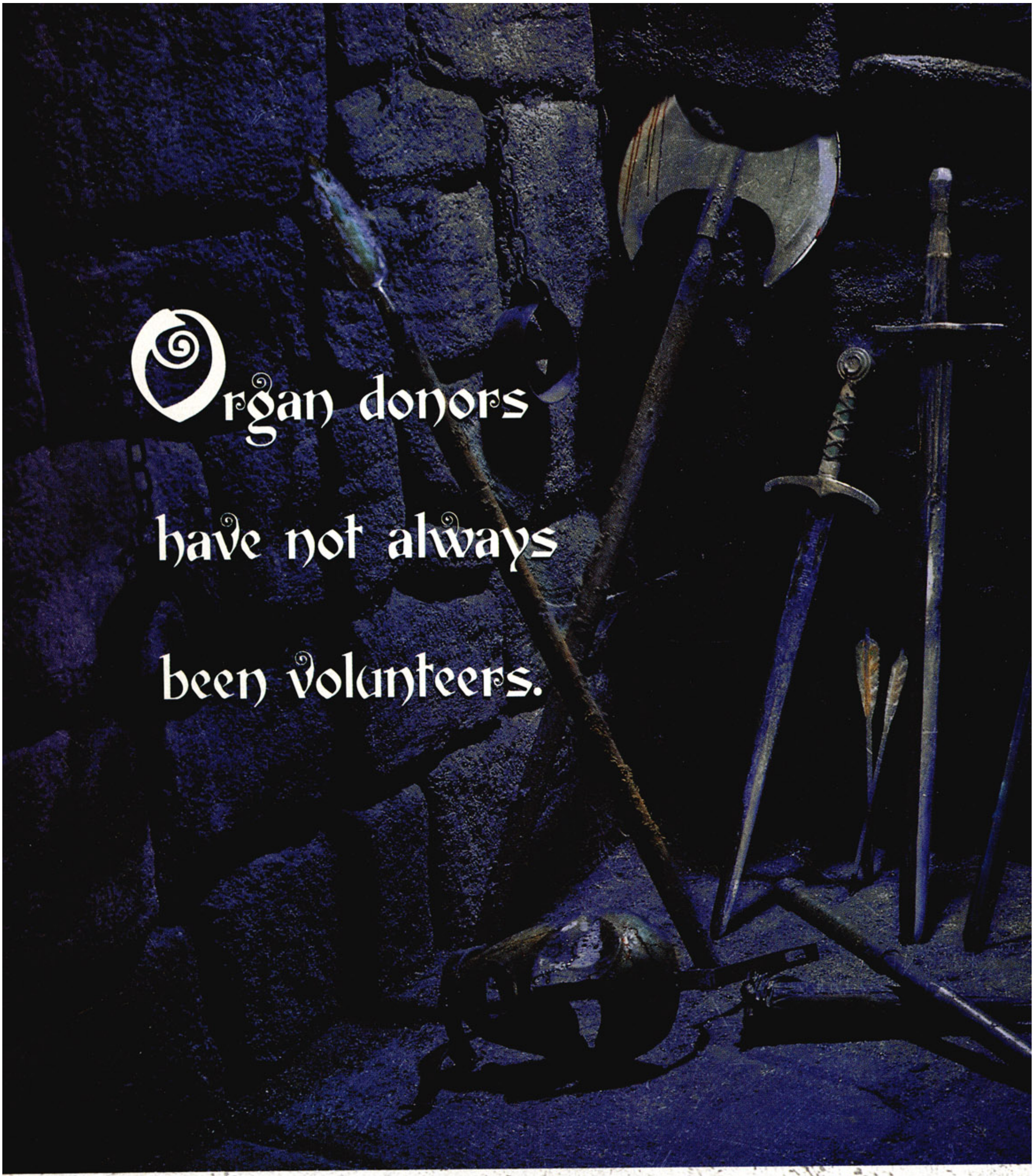
Organ donors
have not always
been volunteers.

IAN LIVINGSTONE'S
DEATHTRAP
Dungeon

Before the days of stain-free carpets, earplugs and the novelty known as mercy, things were generally quite crimson. What with the slow of wit and the weak of limb spilling their guts on a daily basis, surely you can imagine

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Splatter your way through 10 torturous levels of mazes, corridors, dungeons, and traps.

Send enemies off in a Dragon's bile blaze of gory 3-D detail.

Play online with up to 4 mutually demented peers (pc version only).

Vex or ventilate 55 contrary denizens including Orcs, Dragons, Mummies and Zombies.

Master 13 horrific implements, including swords, hammers, muskets, magic spells and your bloody bare hands.

the grim fun you've missed. Now it's time for your bath. So plunge on in or look away, but make up your mind. While you still have a choice.

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PC CD

PlayStation

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INTERACTIVE

You've been warned.

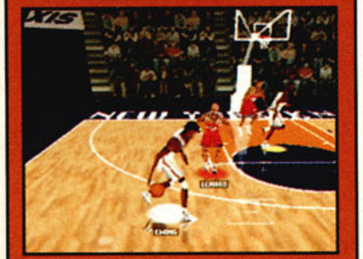
SPORTS PAGES

Z-Axis Basketball

Nintendo 64

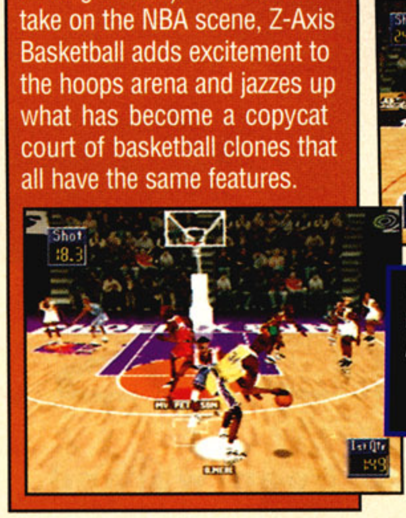
By Johnny Ballgame

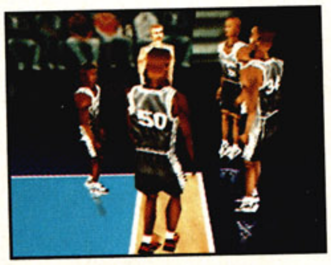
Anonymous but Deadly

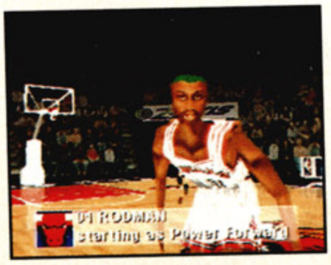


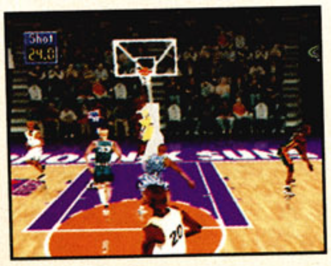
Z-Axis Basketball is not your normal hoops game. Along with the typical season mode, ZAB adds custom tournaments to test gamers' skills. If you want a quick and easy tournament, play "Oh Canada" to take on Vancouver and Toronto. Or if you want something more challenging, try taking on every team in Texas.

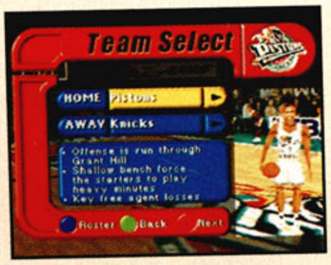
Along with the fun and unique tournaments, ZAB offers custom teams that feature players who played together on the same college team or in the same division (the Blue Grass All-Stars combine the talented former players of Kentucky, Kansas, and Louisville, among others). With a fresh take on the NBA scene, Z-Axis Basketball adds excitement to the hoops arena and jazzes up what has become a copycat court of basketball clones that all have the same features.



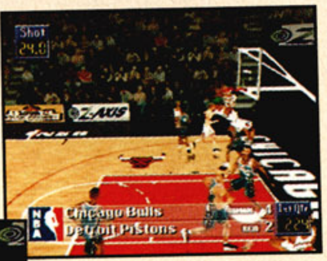


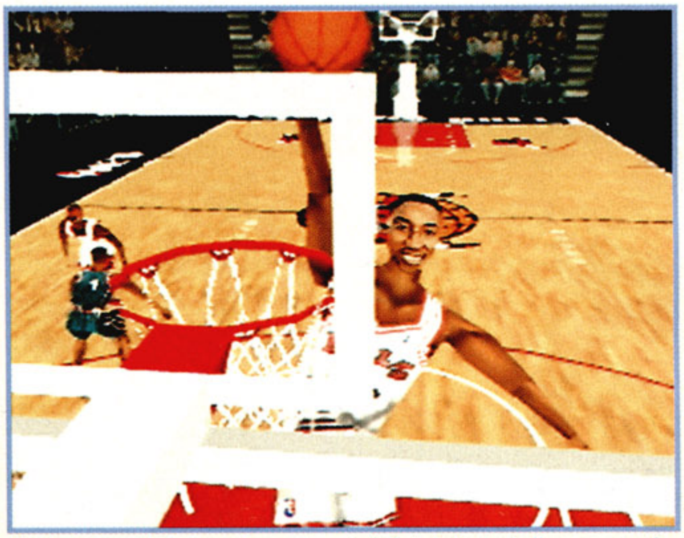






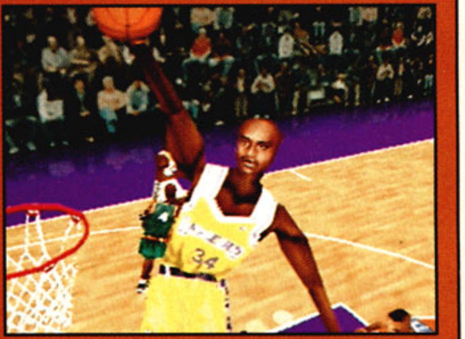
- Offense is run through Grant Hill
- Shallow bench force the starters to play heavy minutes
- Key free agent losses





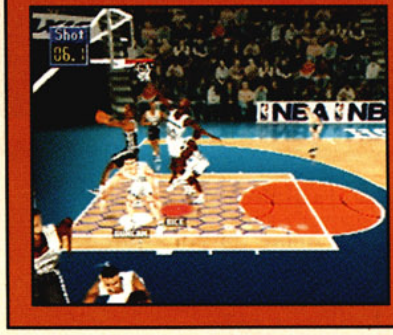
The best game that no one's ever heard of, Z-Axis Basketball comes out of nowhere to run its competition off the court, but first it needs a publisher.

Deeez Neeets!



Thanks to Z-Axis Basketball's sharp gameplay, every play becomes a battle of skills between offense and defense. The player with the ball can drive to the hoop using a quick first step, but the defender doesn't know whether the dribbler will juke to the right, the middle, or the left. When the offensive player begins to make his move, the defender can attempt to block or steal in any of the directions. If you choose correctly, you'll strip or steal the ball. Choose wrong, and cover your head—you're about to get dunked on.

Other cool gameplay elements include a trash-talk button that the player winning the game can press to rub it in his opponent's face after a basket or a blocked shot, and the ability for the offensive player to fake everything from passes to first steps. N64 ballers, get ready—Z-Axis Basketball's the truth, and it's (hopefully) headed to stores—as soon as some publisher wakes up and smells the cash they can make by releasing this hot title for the hoops-starved N64 crowd.



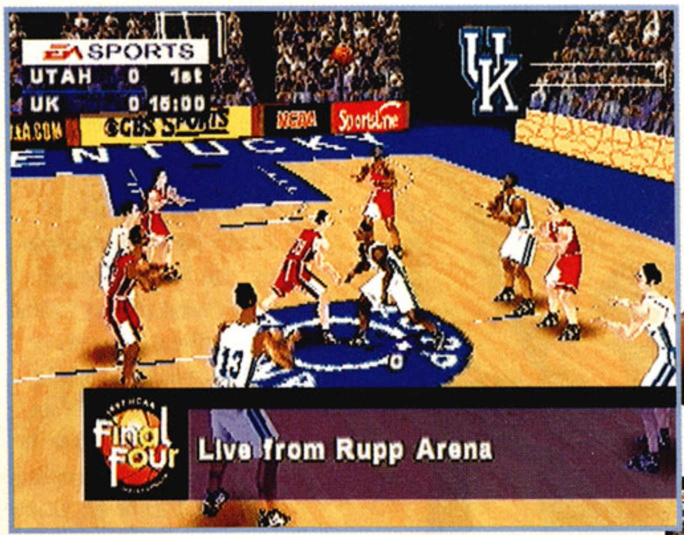
Developed by Z-Axis
Publisher not yet announced
Available First Quarter '98

90% COMPLETE

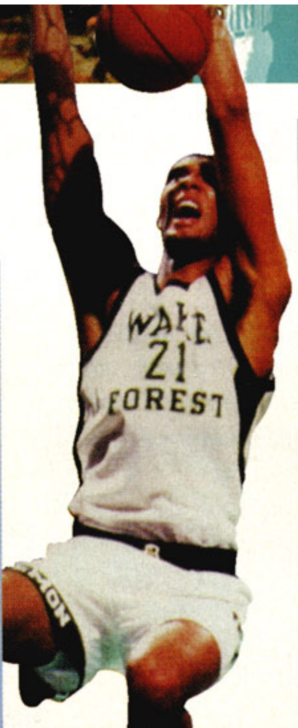
NCAA March Madness '98

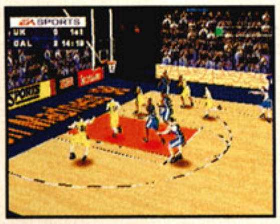
PlayStation

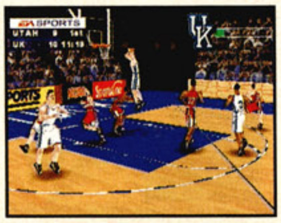
By The Rookie

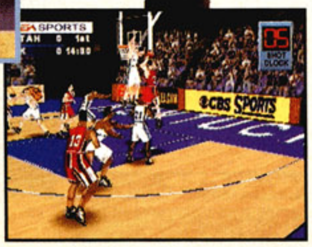


EA Sports is expanding its PlayStation lineup with the impressive-looking college hoops game, NCAA March Madness '98.

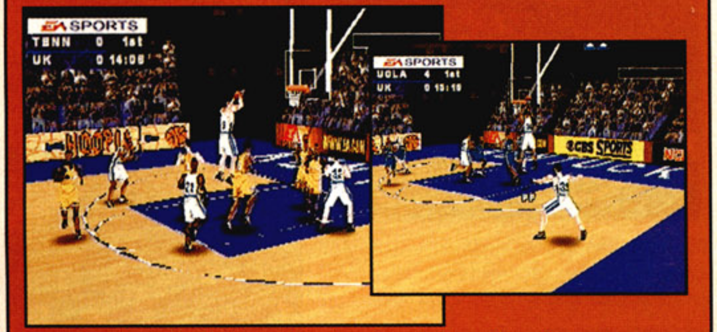








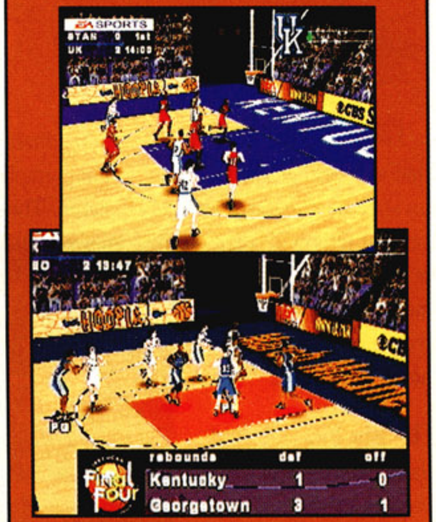
From Rupp Arena to Tobacco Road



Jumping into the hallowed halls of today's college hoops arenas comes NCAA March Madness '98. If you were a fan of EA's Coach K College Basketball for the Genesis, it's time to get excited as this PlayStation title looks like a worthy successor.

Not only will there be 108 men's Division I teams, but 8 women's Division I teams as well. As far as the action goes, you can look forward to Exhibition, Season, or Tournament modes; beefed-up polygonal players (like those in the NBA Live series); icon passing; and authentic team uniforms, stadium floors, and logos. A sharp Dynasty mode (much like the one in NCAA Football '98) will enable ballers to fully manage a team by creating, recruiting, and red-shirting players, as well as building a roster from year to year. Most importantly, EA is striving for the total college atmosphere with animated crowds, pep bands, fight songs, and more.

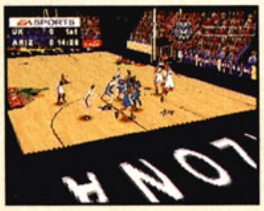
Looking Like a Diaper Dandy

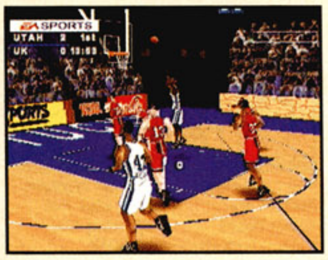


rebounds	def	off
Kentucky	1	0
Georgetown	3	1

EA's primary goal with March Madness is to create the most realistic sim possible, and it's certainly headed in the right direction by consulting one of the legendary coaching icons of the collegiate basketball world, Lou Carnesecca. Under the coach's tutelage, EA is looking to tune the game's A.I. to reflect how a real college team would play. Gamers can also look for March Madness to feature classic basketball strategies such as traps, zones, pressing defenses, and post-play offense.

In this early stage, March Madness is shaping up quite nicely. Many of the courts and player logos have yet to be implemented, but the game looked and played very smoothly. Spicing up the intensity of each game, a new Momentum Meter will help swing the balance of a game toward the home team's favor if they get on a hot streak. If all the pieces come together by its release date, March Madness will rule the college courts this winter.





Developed and published by EA Sports
Available February
30% COMPLETE

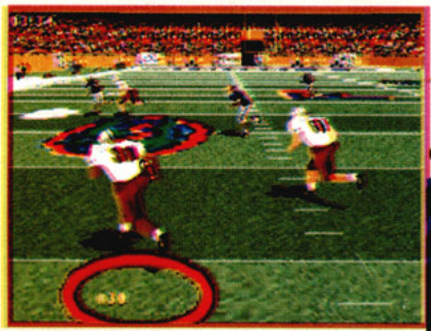
NCAA GameBreaker Scores Another Gridiron Victory

NCAA GameBreaker '98

By Johnny Ballgame

PlayStation

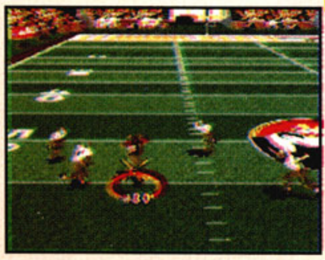
Last year's national champion returns to the PlayStation sporting new Heisman-winning graphics, killer controls, and innovative new features like play creation. The only question is whether football fans will want to shell out money for another gridiron game—even a great one—this late in the season.



PROTIP: Look at which hash mark the ball is being snapped from and run sweeps to the opposite side of the field. This will give you more room to juke defenders.

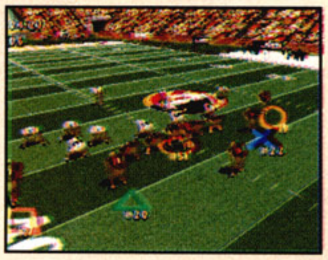
Florida Fears Frost

GameBreaker's list of features might not be as long as EA's NCAA Football '98's list, but it provides some cool options that NCAA Football doesn't, most notably the ability to design your own plays. Other features include manipulating your computer opponent's intelligence, creating walk-on players to beef up your squad, and playing seasons and tournaments with over 100 authentic collegiate teams like Florida and Nebraska. Unfortunately, options like the Dynasty and Practice mode, which helped score points for NCAA Football '98, are absent from GameBreaker's lineup.



PROTIP: Use running plays to draw defenders closer to the line of scrimmage, then call audibles to pass the ball down the field.

The exciting gameplay recalls that of GameDay '98 with some college flavor like Wishbone and Flexbone plays mixed in. Controlling your players is also similar to that in GameDay as you can lateral, spin, hurdle, and stiff-arm away from defenders. The only problem is that the stiff-arm works too well, making tackling especially difficult in two-player games.



PROTIP: In multiplayer games, a great way to mess with your opponent's head is to press R1 before each snap to make him think that you're going to pass.

NCAA GameBreaker '98 by Sony

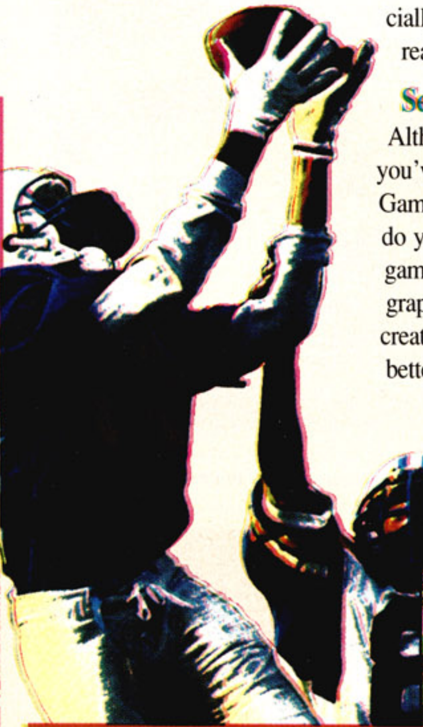
Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	4.5

Price not available
Available now
College football
8 players (with adapter)
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Championship Graphics

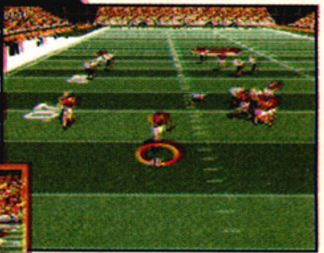
GameBreaker's graphics scorch the field with incredible player details like Buckeye stickers on Ohio State's helmets and crazy one-handed spinning catches. Other replay classics include sharp jukes, players balancing to stay inbounds, and quarterback-crunching wrap-around tackles.

Loud crowd chants, fight songs, and the cadence of the quarterback dominate the soundtrack. The crowd's constant cheering (especially when nothing's happening) really gets annoying, though.

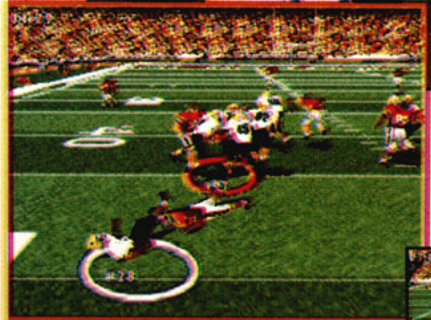


Season's End

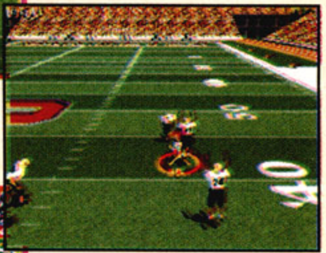
Although its timing stinks (if you've already purchased Madden, GameDay, and NCAA Football, do you really need another football game?), GameBreaker's superior graphics, fast gameplay, and play-creation option make it one of the better football titles of the year. If you haven't bought a college football game yet, GameBreaker's a great place to start. **G**



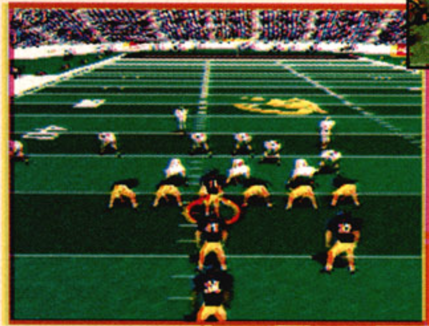
PROTIP: While attempting to pass, don't take too long in the pocket or you'll get sacked. If no one is open, run for as many yards as you can.



PROTIP: On defense, make sure you're in range before you dive after the ball carrier or the runner will be off for a big gain.



PROTIP: If the coverage is tight, it's better to throw the ball away than to pass.



PROTIP: Try to call both your running and passing plays from the same formation to fool the defense.

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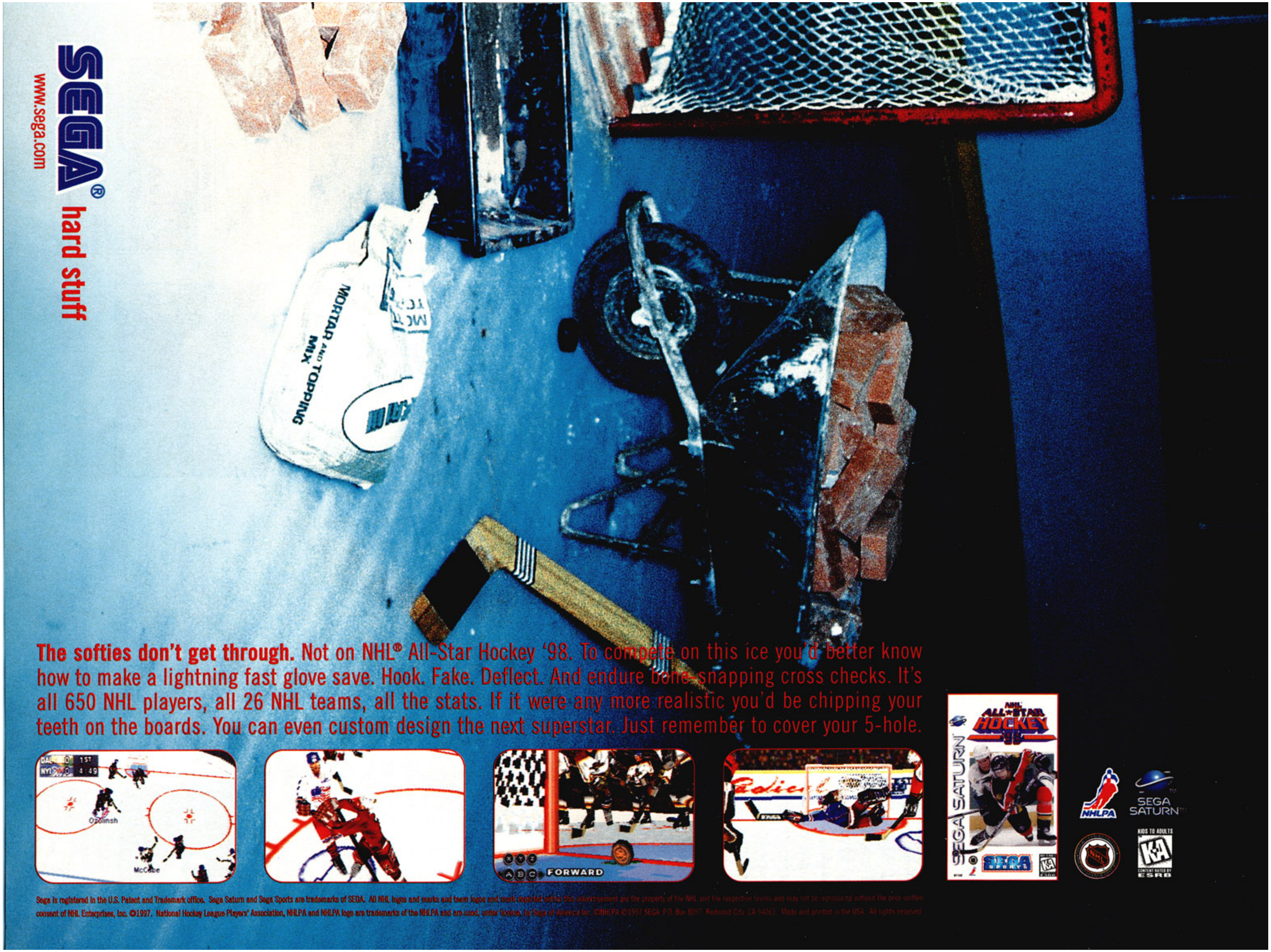
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NHL All-Star Hockey '98

By The Rookie

Saturn

Hockey is ready to check the Saturn this winter in NHL All-Star Hockey '98. However, if you're familiar with Powerplay '96, you already know this game. Aside from a few minor extras, ASH brings nothing new to the rink.

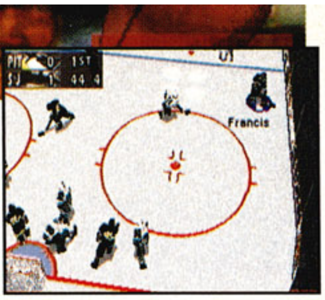
New Year, Same Sharks

Blue-liners can dump the puck in Exhibition, Season, Playoff, and World Tourney modes while skating with all 26 NHL teams, 16 international teams, and 650 players from Jagr to Friesen. You'll also find 18 NHL coaching strategies to help attack the opposition's zone or to execute a successful power play. ASH offers the same nifty on-the-fly line-changing capability that was so helpful in Powerplay '96. Other options include trades, fighting, and a create-a-player feature.

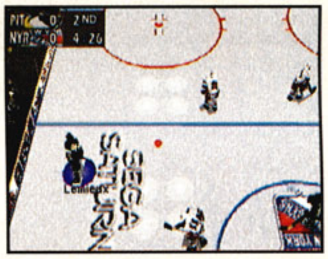
As far as the graphics, control, and sound go, this game is no better or worse than Powerplay '96. Though the players are depicted in full 3D splendor and move and shoot in a fluid, lifelike manner, they still appear somewhat fuzzy. Unfortunately, the puck disappears once it's shot on goal or when it's among a group of players. ASH also suffers from a lack of speed—it just doesn't progress at a fast enough clip to make it exciting (and with no turbo-boost function, the game is devoid of fast NHL-style breakaways). The overall control is solid, but the sound features the same rink-side noises as PP—even the announcer is the same.

Wide of the Net

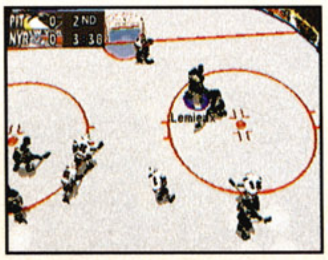
All in all, All-Star Hockey isn't a bad title, it's just not the best that it could be. If you can't wait for NHL '98, and you're just itchin' to buy a new hockey game, you might as well give it a shot since the pickings on the Saturn pond are going to be slim this year. **G**



PROTIP: Look for your wingers to post up next to the net, then hit 'em with a pass for a one-timer.



PROTIP: After centering the puck, look to pass to your wingers who may be closing in on the opponent's blue line.



PROTIP: Don't be too aggressive when you forecheck; if the puck is cleared out of the zone, you might get stuck in an odd-man rush.

NHL All-Star Hockey '98 by Sega

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

$49.99
Available now
Hockey
8 players (with adapter)
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

NBA Action '98

By The Rookie

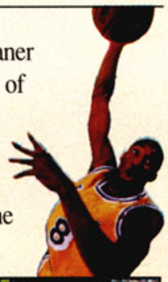
Saturn

Saturn hoop-heads longing to shake the rim all night long can rejoice—NBA Action '98 delivers with more authority than a Shaq tip-slam! So lace 'em up and get ready to hit the hardwood.

Mercer for Hire

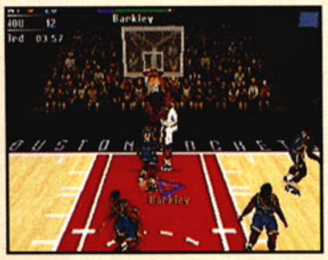
NBA Action '98 comes correct with Exhibition, Season, Playoff, and Practice modes; arcade and simulation play; and three difficulty settings. Ballers will find the rosters stacked with over 340 players, including Sir Charles and Mr. O'Neal, along with this year's rookies. On the features side, you can build your own dream team through trades or construct your own rim-rocker with the create-a-player option. As for strategy, you'll find 16 offensive and 8 defensive sets, all of which can be programmed for on-the-fly play calling. New for this year is the Step Modifier feature, which enables you to back your player into the paint to post up or to help out on defense.

Control and sound for Action are solid, while the 3D graphics have really improved over the original NBA Action. The problems with camera angles and haze that plagued last year's game have been cleared up, giving '98 a cleaner look. The controls enable you to execute a wide variety of offensive moves, from defense-deking spins and crossovers to calling for an alley-oop. And with the addition of icon passing, you can get the rock to the right guy every time. The sound provides ample in-game effects, and the play-by-play is called by the Lakers' legendary announcer, Chick Hearn.

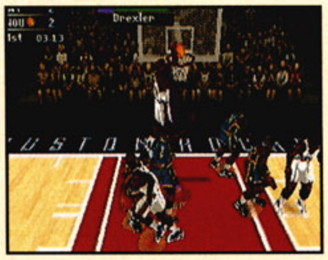


Duncan on You

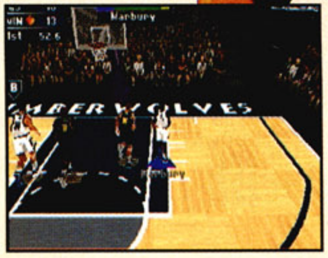
Any fan looking for a super hoops title for the Saturn will get a total basketball experience out of NBA Action '98. While you may want to wait to see how Live '98 shapes up, this game is still a solid purchase no matter what. **G**



PROTIP: Back up the defense to the paint, then hit Button A while turning in order to drive hard to the hoop for a dunk.



PROTIP: To perform a successful alley-oop, lob your player the ball as you see him cut to the basket.



PROTIP: After a rebound, use icon passing to push the rock ahead to the man streaking downcourt for an easy deuce.

NBA Action '98 by Sega

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.5

$49.99
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Basketball
10 players (with adapter)
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

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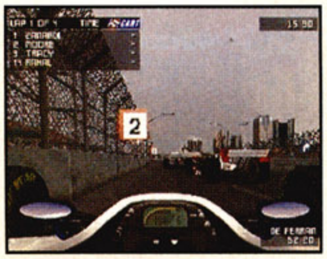
CART World Series

By Air Hendrix

PlayStation

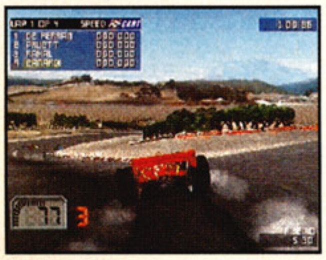
America's premiere Indy car league peels out on the PlayStation with the solid but not-so-stunning CART World Series. While the licenses and graphics are undeniably cool, the gameplay doesn't pack the punch for a top finish.



PROTIP: On road courses, rely on the numbered signs and blue arrows to know when to begin braking.

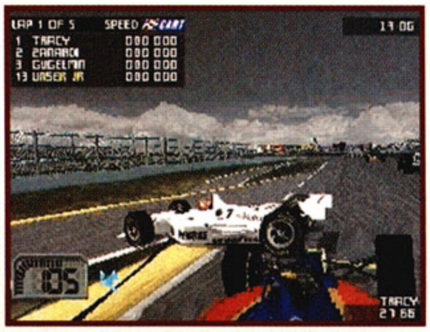
Open Wheels, Open Roads

On the features side, CART places strongly with 25 pro drivers (like Paul Tracy), 10 real-life tracks, a look-back button, a create-a-driver feature, a good two-player split-screen game, and season play. Although basic control options like rear-view mirrors and racing lines were left out, the effective car setup options and responsive handling keep you on the track.



◀ **PROTIP: It's crucial to finish braking before you begin a turn, then accelerate through the turn.**

So how does that all come together in gameplay? CART's a slick ride...just not as slick as it should be. On the oval courses, it handles with a fun, arcade-style feel (even in Sim mode) that'll definitely broaden the game's appeal. And while the twisty road courses should present a much steeper challenge, they're often more frustrating than fun, lacking the addictive allure of F1 Championship Edition.

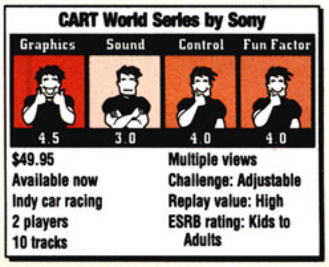


PROTIP: If you start to spin out, lay off the gas. Work the wheel until you're pointed straight, then immediately gun it.

Visually, CART roars ahead with impressive tracks and cars, zippy game speed, and good sight distance. But the sounds spin out with no announcer, forgettable music, and mediocre in-race effects.

PPG Cup?

For sport racing fans, CART ranks third this season—NASCAR '98 has better balance, while F1 Championship Edition has deeper sim play. But if you're an Indy car junkie dying to bust out Zanardi's famous pass at Laguna Seca, CART's the ticket. G



CART World Series by Sony

Graphics	Sound	Control	Fun Factor
4.5	3.0	4.0	4.0

$49.95
Available now
Indy car racing
2 players
10 tracks

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

NASCAR '98

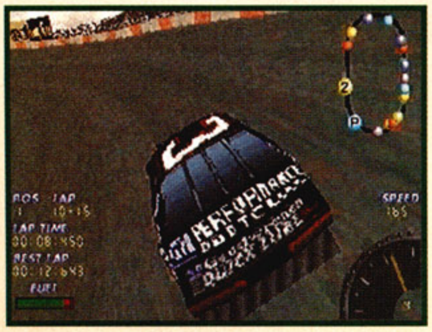
By Air Hendrix

Saturn

There's really no reason why Saturn games can't equal their PlayStation counterparts, but add NASCAR '98 to the list of Saturn games that fall short of the PSX versions. Still, NASCAR '98 overcomes some missing features and a graphics downshift to flash past the line as one of the better Saturn racers.

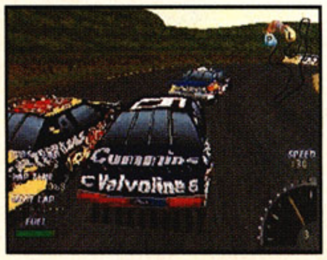
At the Starting Line

NASCAR '98 qualifies well with strong features like 24 pro drivers (Jeff Gordon, Terry Labonte, and company), 11 real-life tracks like Charlotte and Watkins Glen, and 6 fantasy road courses. Gamers can race seasons or single races, and the game delivers a complete set of options for adjusting both the race A.I. and your car's setup.



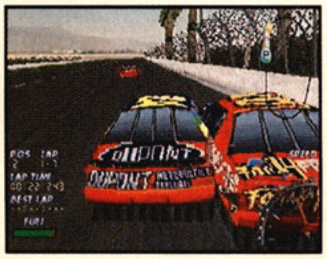
PROTIP: For a godlike run at Bristol, set tire pressure in the middle, downforce and wedge two notches left of full, and acceleration one notch left of full.

But inexplicably, two of the most crucial control options of the PSX version—racing lines and rear-view mirrors—were left out. Another serious disappointment is the absence of a create-a-player option. Once you're past all that, the controls handle tightly, making for addictive sim-style gameplay that'll engross sport racing fans.



◀ **PROTIP: On road courses like Sears Point, sit tight and draft (the killer draft meter's a huge help), then pass in turns by outbraking your opponents.**

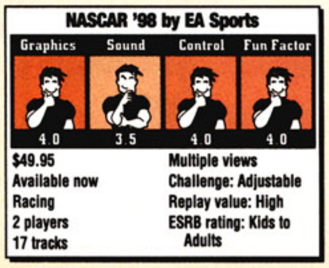
Visually, NASCAR surges ahead with well-detailed, eye-catching cars and courses, then crumples a fender over the serious pop-up problems in the horizon. As for sounds, NASCAR sports a knee-slappin' Southern rock soundtrack and a decent announcer, but the in-race effects, like the garbled pit radio, don't pull their weight.



PROTIP: On ovals, bump fenders and crush opponents into the wall to maintain position with little risk of losing control.

At the Finish

If you have both systems, the PlayStation NASCAR '98 easily laps the Saturn version. But in a season where Saturn titles are few and far between, NASCAR's a solid buy for Sega racers looking for new tracks to conquer. G



NASCAR '98 by EA Sports

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

$49.95
Available now
Racing
2 players
17 tracks

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

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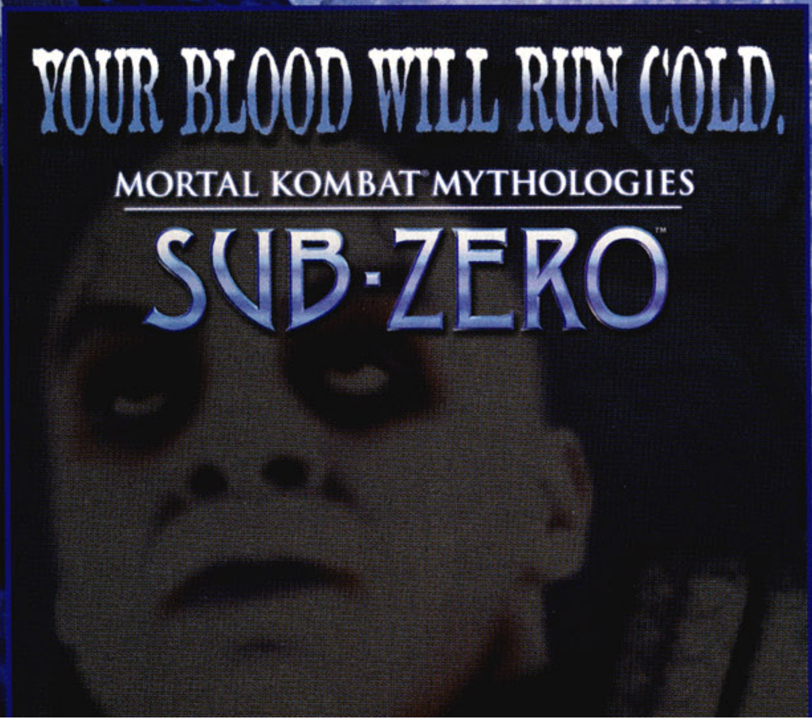
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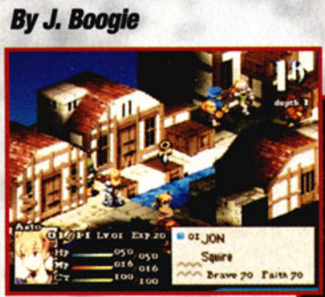
HANDS ON PREVIEW

Final Fantasy Tactics

PlayStation

Future Fantasies
A sneak peek at upcoming games for RPG fans!

By J. Boogie



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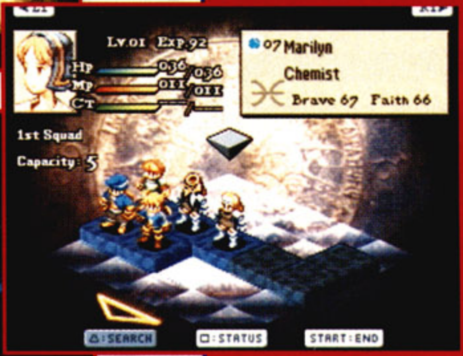
Lavian
Knight
Brave 62 Faith 61

Final Fantasy fans who've finished FFVII and are looking for a new war to wage will rejoice over Tactics. It's more a war sim than an RPG, but it combines the strong story line, spells, and strategy that Final Fantasy fanatics demand in their games.

Fantasy Warfare

As for its gameplay, Final Fantasy Tactics is more like Tactics Ogre (see "Role-Player's Realm," December 1997) than Final Fantasy VII: You amass an army, equip them for war, then fight opponents while strategically moving on 3D field maps. What's unique about the gridded maps is that they factor in elements like terrain, weather, and each army's tactical position (if your troops are on top of a hill, it's easier for you to defend your position and shoot arrows down at your opponents than it is for your enemies to shoot up at you). For added strategy, you can rotate the maps and zoom in on a particular area to spot soldiers trying to hide behind objects.

Changing Jobs



One of the key elements in Final Fantasy Tactics is the frequent changing of your characters' jobs and abilities. Only a limited number of characters can be brought with you into battle, so by knowing your situation, you can customize your unit with jobs and abilities that will help you win (for example, knights are good for close combat, but archers are better for long-range defense). The different jobs include warriors, ninjas, monks, and mages, and you'll be able to use their abilities to move in different terrain and to dodge physical attacks.

With plenty of strategic depth and intriguing gameplay, Final Fantasy Tactics looks like it could entrance gamers for many months to come.

Developed by Square
Published by Sony
Available January

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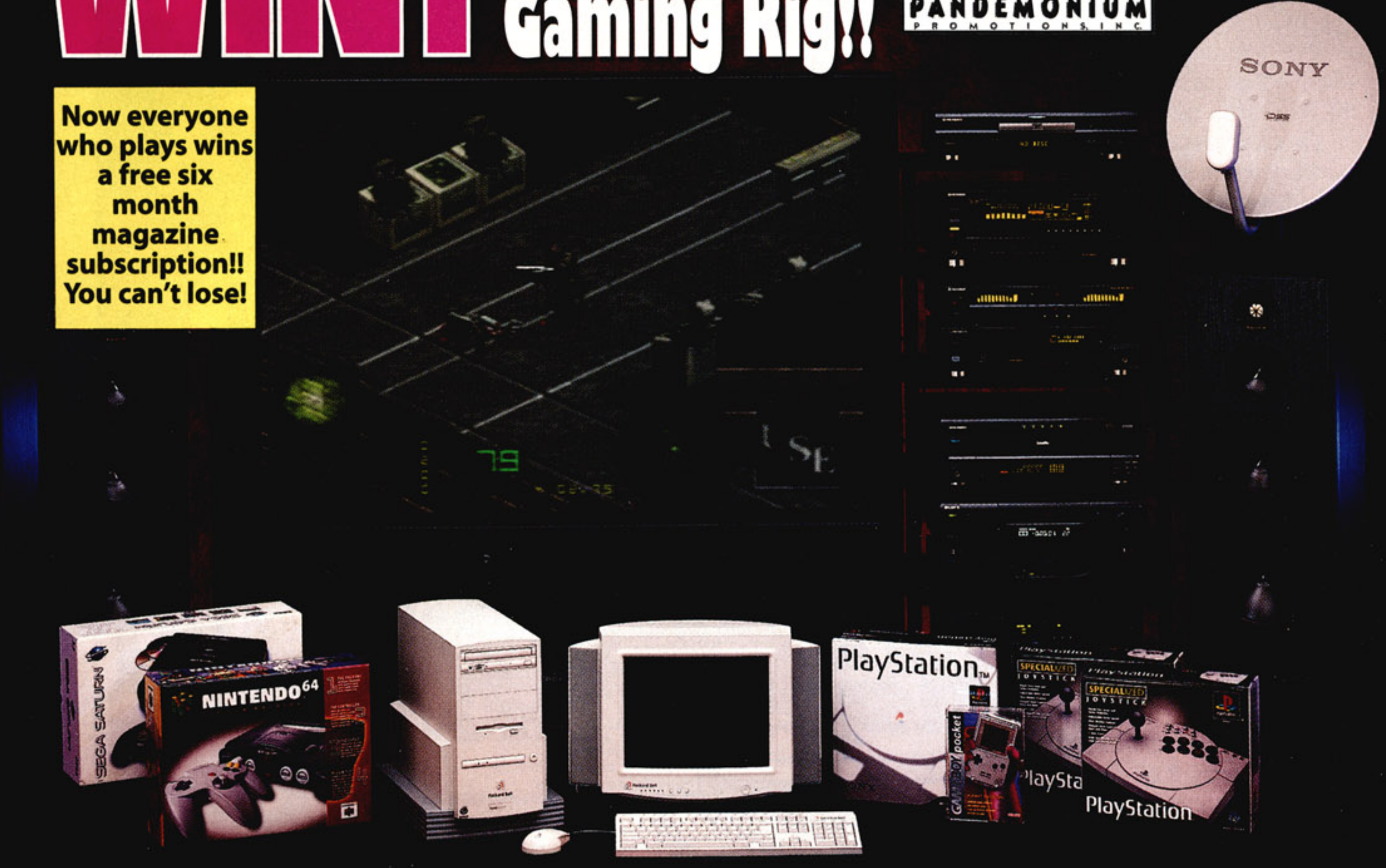

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Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.......K	BLAST ......A	WRECK .....D
BREAK ......Z	PUNCH .....S	SPRAY C	TURBO......V
STOMP .....T	STAND......R	PRESS ....E	DREAM ....O
CRUSH.......I	SCORE .....H	SLANT L	CHASE......P

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Future Fantasies

A sneak peek at upcoming games for RPG fans!

Alundra

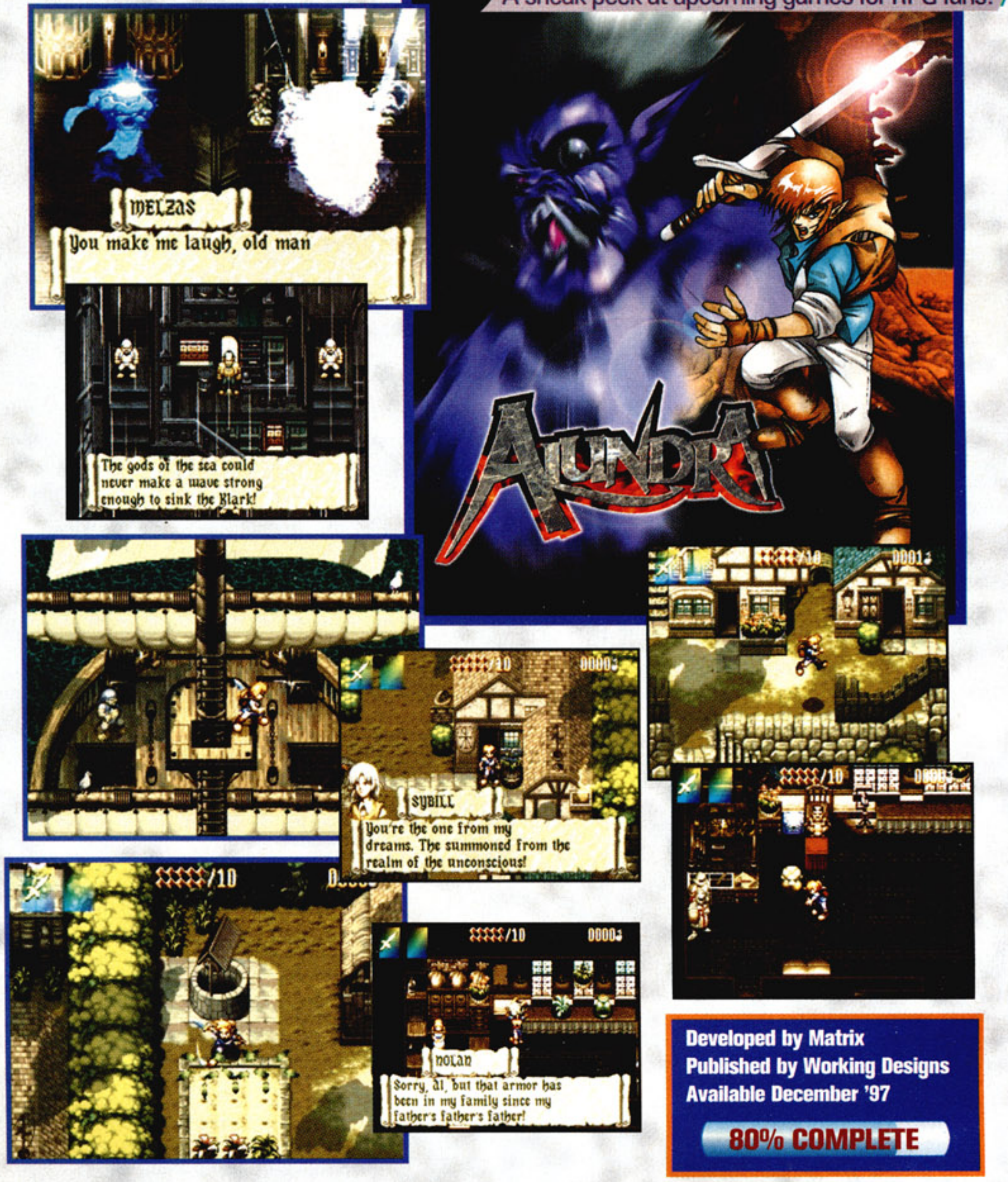
PlayStation

Working Designs' first RPG for the PlayStation takes gamers on a magical quest through the worlds of dream and reality. If the early version we saw is any indication, Alundra could be one of the top RPGs of the new year.

In Alundra, you play as a "dreamwalker," someone with the power to enter people's dreams and save innocent victims from dying in their sleep. As you dream, you see the pain and imminent doom awaiting a town whose king has gone crazy, and you set off on your journey to rescue the town and ultimately the world.

Alundra's controls allow you to pick up items, jump, dash, and slash objects with your sword. Along your adventure, you'll need to solve puzzles, find hidden items, fight monsters, and talk to townspeople to unravel the secrets of your mystical quest.

Role-playing fans searching for an action RPG to get addicted to won't have to wait much longer. Alundra is on its way, and so far, it plays like a dream.—*Johnny Ballgame*


Melzas
You make me laugh, old man
The gods of the sea could never make a wave strong enough to sink the Klark!
ALUNDRA
Sybill
You're the one from my dreams. The summoned from the realm of the unconscious!
Nolan
Sorry, Al, but that armor has been in my family since my father's father's father!

Developed by Matrix
Published by Working Designs
Available December '97

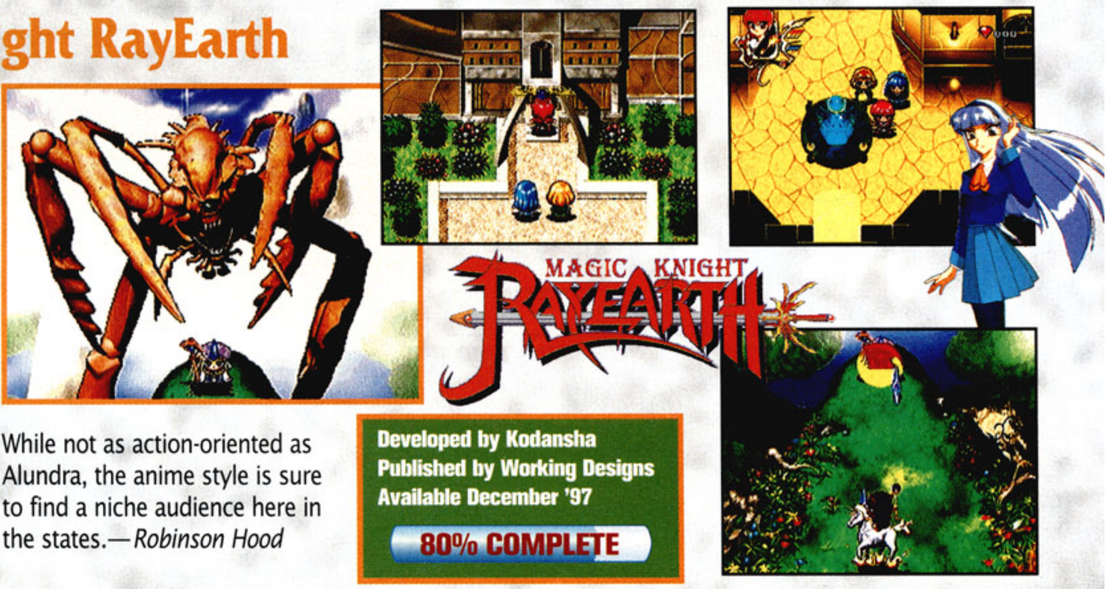
80% COMPLETE

Magic Knight RayEarth

Saturn

In RayEarth, you play as three schoolgirls who get transported from Tokyo to the fantasy world of Cefiro in order to find their destiny and save the land from the evil that approaches. You can switch between characters at any time, as each girl possesses powers crucial to completing the game. RayEarth also features spoken dialogue and nearly 30 minutes of animation to help move the story along.

While not as action-oriented as Alundra, the anime style is sure to find a niche audience here in the states.—*Robinson Hood*


MAGIC KNIGHT RAYEARTH

Developed by Kodansha
Published by Working Designs
Available December '97

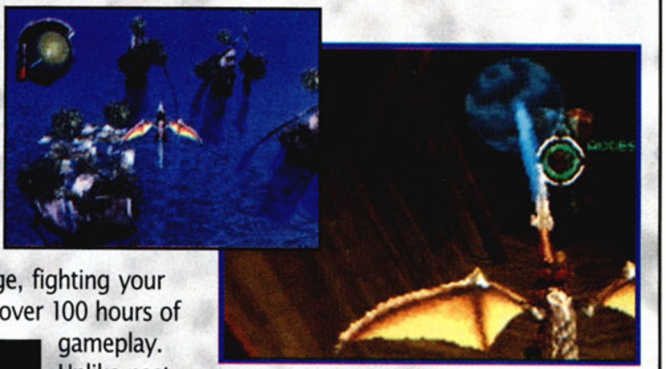
80% COMPLETE

FIRST LOOK

Panzer Dragoon Saga

Saturn

By Robinson Hood

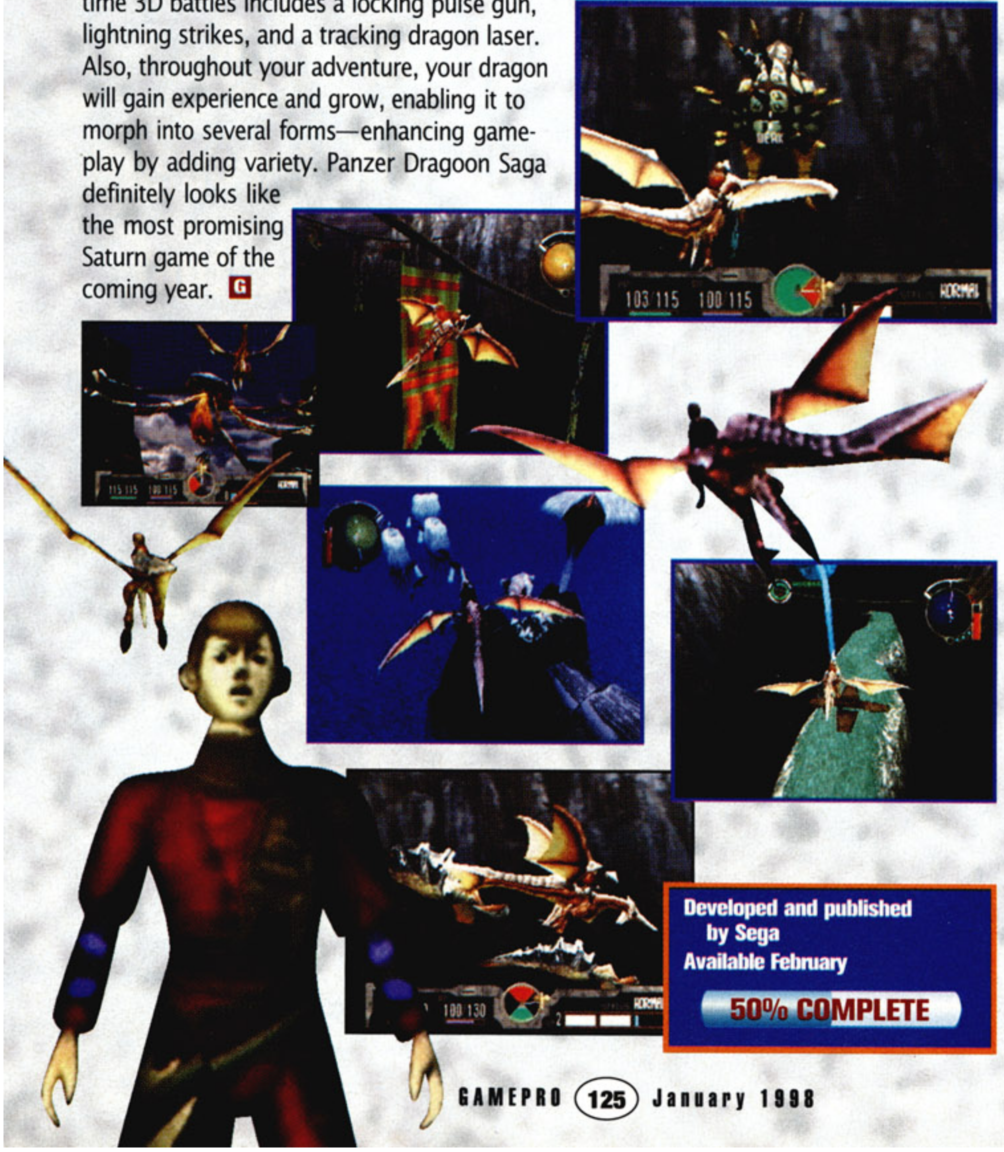


Panzer Dragoon Saga is a unique RPG that might just rekindle interest in a system desperate for good games. You play as a young hunter named Edge, fighting your way through 12 levels and over 100 hours of gameplay.

Unlike past Panzer titles, Saga has no predetermined tracks. Here you can explore the 3D environments with full freedom of movement. Saga also gives you the option to journey on or off your dragon. So whether you're clashing with enemies in the air or killing creatures on the ground, the choice is finally up to you.

Panzer Warfare

Action and warfare have always been a big part of the Panzer series, and Saga looks to attract violence-crazed gamers with its vast array of weapons. Your arsenal for the real-time 3D battles includes a locking pulse gun, lightning strikes, and a tracking dragon laser. Also, throughout your adventure, your dragon will gain experience and grow, enabling it to morph into several forms—enhancing gameplay by adding variety. Panzer Dragoon Saga definitely looks like the most promising Saturn game of the coming year. G



Developed and published by Sega
Available February

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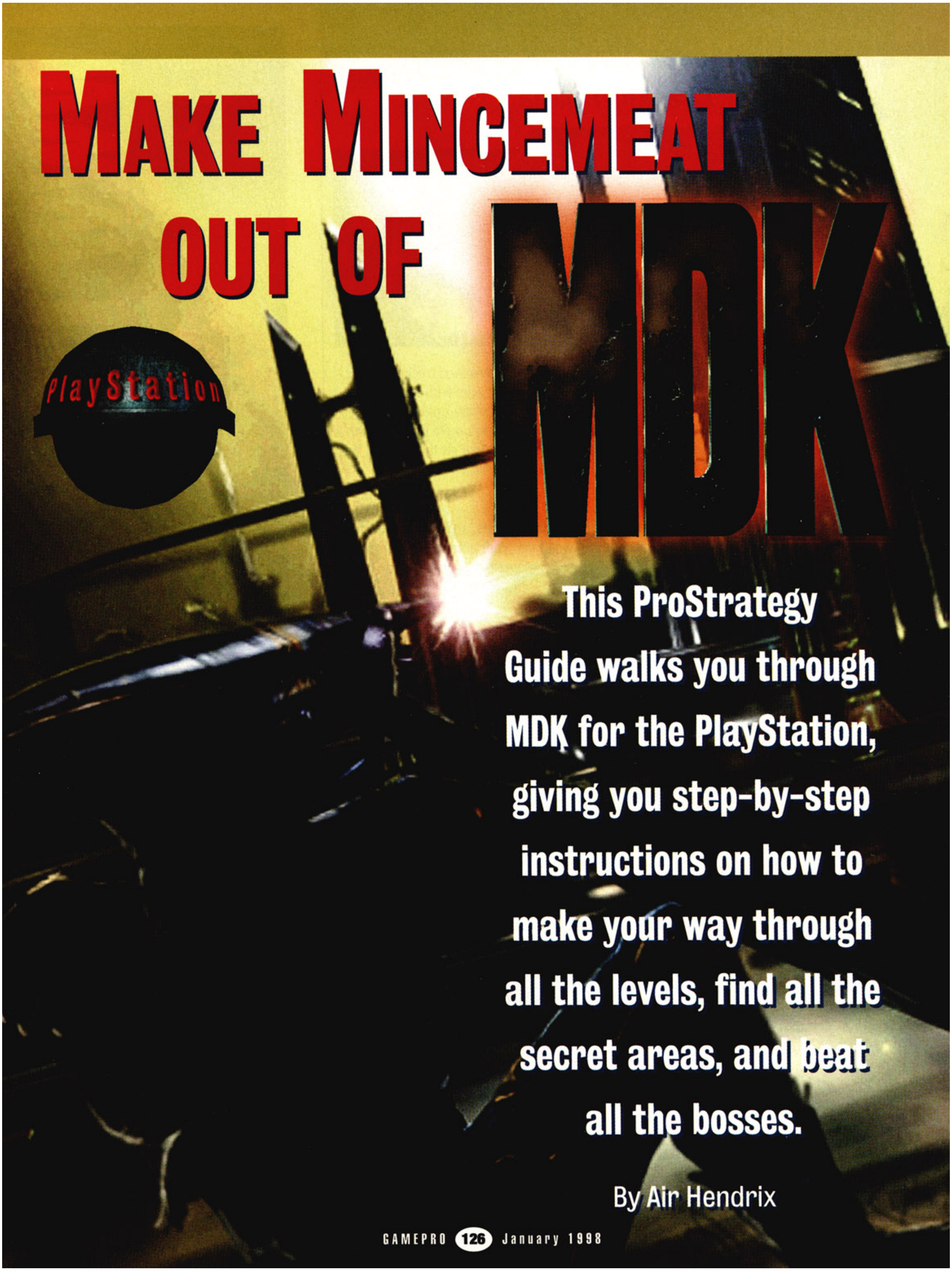
MAKE MINCEMEAT OUT OF MDK

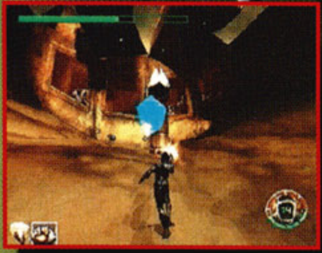


This ProStrategy Guide walks you through MDK for the PlayStation, giving you step-by-step instructions on how to make your way through all the levels, find all the secret areas, and beat all the bosses.

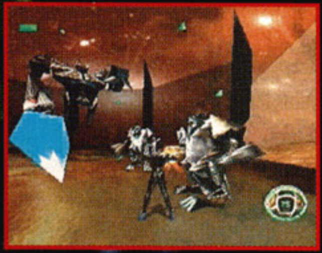
By Air Hendrix

General Tips

Combat Basics

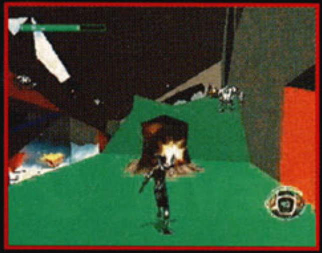


When facing stationary targets, shoot continuously while quickly alternating between running toward and away from the target. When you time it correctly, you'll duck underneath the incoming fire.



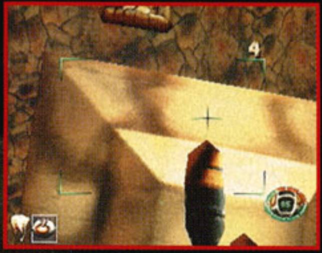
When facing crowds of mobile enemies, shoot continuously but use the Strafe buttons to circle around them and stay ahead of their fire.

Alien Generators



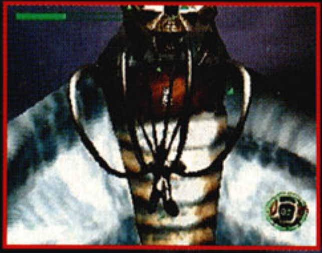
Always destroy alien generators as quickly as possible—they create new enemies.

Bombing Runs



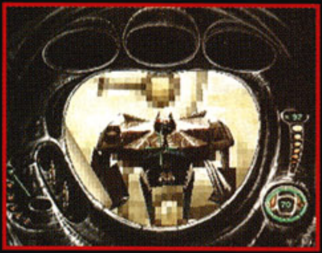
Keep the cross hairs near the top of the screen so you can react immediately. Concentrate your fire on large, tough-to-destroy targets.

Flying



The parachute is good for more than just descending. Use it to soar over enemies and attack from above, or if you're in hurry, just take a hop and start gliding.

Scout First



When entering a new area, always stick to the shadows and use the sniper helmet both to scout ahead and to take out enemies before they spot you.

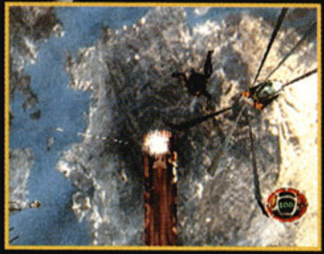
Saves

Always save at the *beginning* of a room. Why? If, for example, you save at the end of Level 1-2 (right before you enter Level 1-3), the game will return you to the start of Level 1-2 when you load that saved game. Yuck.

LEVEL 1:

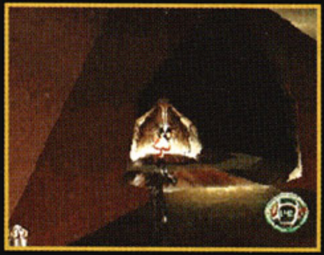
LAGUNA BEACH, USA

Descending to the Minecrawler



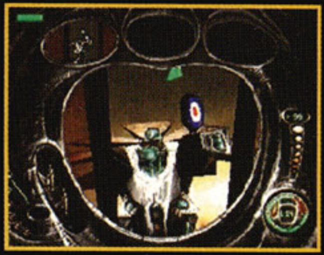
Don't worry about your health as you make this descent—a 150 percent power-up awaits you at the bottom. Be greedy and grab all the power-ups.

Level 1-1

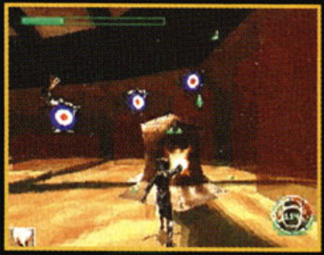


After you land, turn around and grab the 150 percent power-up. Head out into open space and gun down the aliens. Collect the World's Smallest Nuclear Explosion power-up and use it to open the door.

Level 1-2

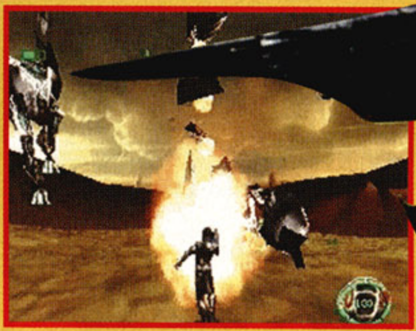


Go right to sniper mode and take out the three aliens on the distant rooftop. Then snipe the explosives (marked with a skull and crossbones) that parachute in. A grenade will arrive by parachute; use it to blow open the glass barrier. Collect the mortar rounds on top of the pillar, then switch to sniper mode and fire a round through the hole in the top of the building, which blows open the other glass wall.



Once inside, first destroy the alien generator, then snipe the three aliens. Collect the Dummy Decoy power-up behind the pillars, then jump onto the pillars and head out.

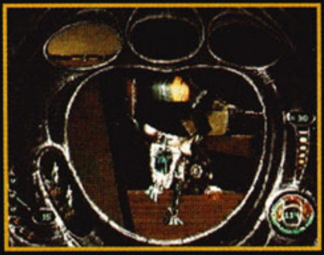
SECRET AREA!



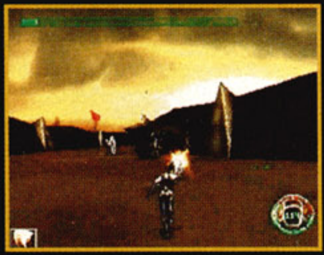
After you open the door in Level 1-1, return to your landing point and jump into the red ball of light. Gun down 20 aliens to score a Twister power-up.

Level 1-3

Grab the Bones Airstrike power-up to the right of the door and aim it at one of the alien generators in the distance. Stay in sniper mode to target the explosives along the rooftop of the distant building.



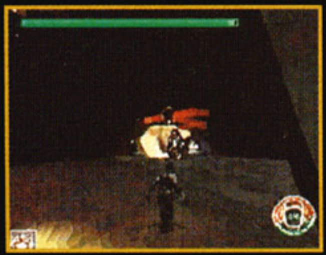
Watch out for the running aliens who carry bombs—sometimes you can snipe them down, especially with homing bullets.



After that, it's a run-n-gun battle across open space to the exit, which is in a hole in the floor of the distant building. The tank's your toughest enemy; that battle is a good time to use the Dummy Decoy to draw fire while you unload on the tank.

Level 1-4

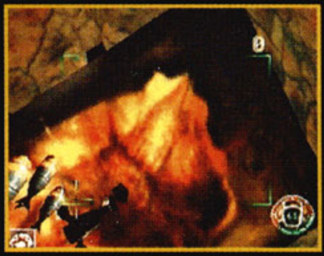
Head down the subway tunnel, but beware of the bomb-carrying kamikaze alien—peek cautiously around each corner. In the subway station, it's shootin' time. Try to snipe the alert drone and the aliens, but as soon as they spot you, take out the two alien generators.



Watch for the tank that bursts out of the doors at the end—grenades or the Twister power-up are a good bet to use here.

Level 1-5

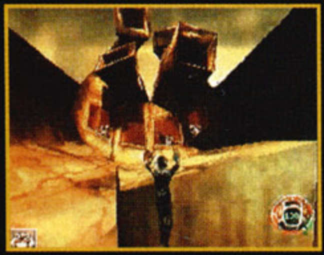
Briefly shoot the metallic control panel just inside the door to summon a plane for a bomber run.



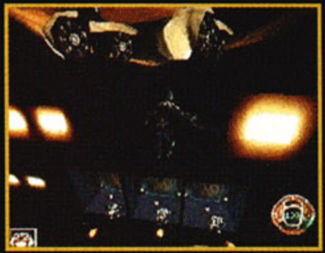
Focus your bombs on the buildings and alien generators that you pass over—if you don't trash them now, getting them later is a real hassle. After landing, gun your way across the open space. If necessary, finish taking out the alien generators positioned on the far left, right, and center. If you didn't level the buildings, you have to shoot an explosive-carrying bomber at just the right moment so that it drops a bomb on a building. Collect the nuke to unlock the door and head out.

Level 1-6

After you enter, you'll be attacked by flying fighters. Gun them down and run right. Weave around and take out the cannon that's firing at you.



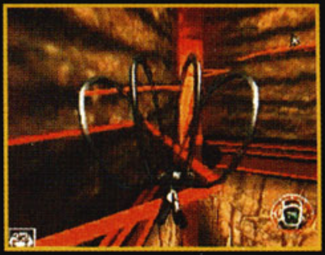
Once you have some peace, you need to lob a mortar into each of the four tubes sticking out above the glass. Getting the shot right is a matter of fine-tuning your aim and shooting position, so just keep plugging away. You'll need to stand on the platforms to make some shots.



As soon as the building blows up, run forward and parachute into the gap. Glide into one of the three rooms partway up the wall, take out the alien, and grab the health. Hop into the other two rooms to do the same, then descend to the exit.

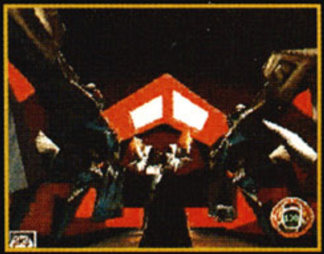
Level 1-7

Platform time! First, glide to the bottom and shoot the target, which opens up an upward-blowing fan. If you open your parachute over the fan, you'll get a free lift.



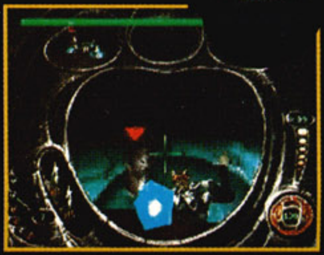
Ride the draft up and hop onto the closest platform. One alien hops around, taking potshots all the time. Concentrate your fire on him, and snipe the stationary aliens. Complete the series of tricky jumps to the top; if you fall, ride the updraft back to the starting point. At the top, collect all the goodies and head for the door, but watch for the hard-to-see gap in the floor just before the exit.

Level 1-8

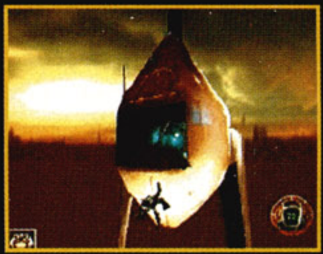


Don't go through the door in front of you, or you'll get whupped. Instead, head left, briefly shoot the alert drone, climb inside it, and return to that room. Since you're disguised, you'll sneak right past all the robots. At the end, you'll be thrown out of the drone. Grab The World's Most Interesting Bomb and use it right away. When the robots all surround the bomb (since it's so interesting...), tap ○ again to detonate the bomb and take them all out. Use the nuke to unlock the door and move on.

Level 1-9 BOSS



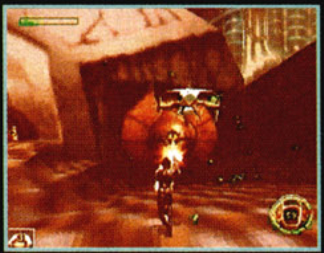
The end boss is waiting for you in the small pod across the huge gap. Go to sniper mode, zoom in, and fire a few rounds to start the fight. He'll return fire; shoot back as much as you can (sniper grenades and homing bullets work nicely), then dodge to a new sniping perch before you're damaged. Occasionally, he'll send planes carrying aliens to attack you. Dispose of the aliens, collect the sniper grenades you're rewarded with, and fire them off at the boss. Repeat until he's dead.



As you head up through the vortex and out of the level, avoid bumping against the walls. If you're successful, you'll score 150 percent health at the start of Level 2.

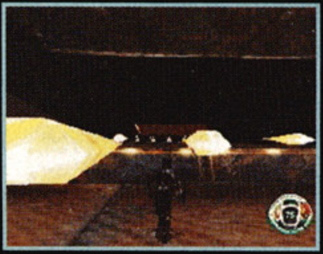
LEVEL 2:
LINDFIELD, ENGLAND

Level 2-1



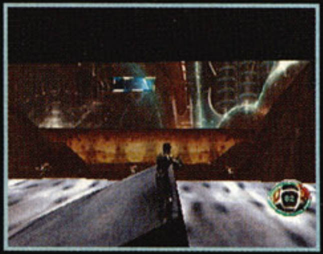
Be careful descending this time because there's no health-up waiting for you at the bottom. Once you land, head for the tunnel, but peek cautiously around the corner and try to snipe the alert drone. After that, keep moving as you battle the robot and some flying fighters. When they're toast, use the nuke to open the door and head out.

Level 2-2

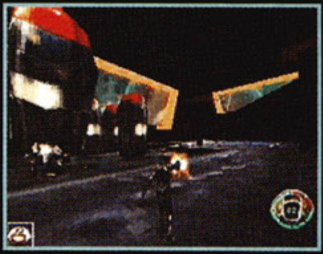


Next, you'll land in the firing range. Face the guns and sidestep across to dodge the incoming fire. If you need health, jump into the trench first and run to the end to grab the 100 percent power-up.

Level 2-3

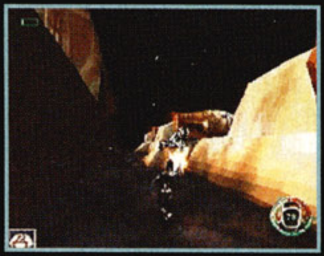


Run to the top of the ramp and launch a mortar through the hole in the glass, which frees up the nuke you need to unlock the door. In the next room, position yourself just inside the door and go sniper to smoke the alien with the cigar.

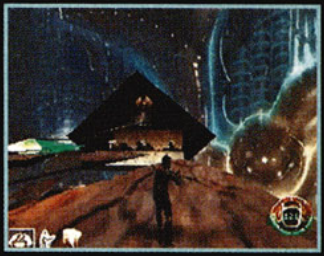


Jump into a corner, gun down the remaining bomb-toting aliens, then drop through the hole in the floor.

Level 2-4

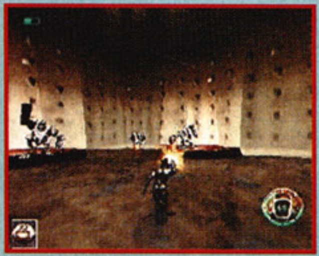


Now you're on the other side of the firing range. Take out the two aliens lurking between the guns, then jump on the third gun down from the door (the one with the health-up on it). Shoot until you're blown back through the glass, then parachute into the maze below. Before you use the fan to rise up to the platforms, chase down the 150 percent health-up and other goodies. Be sure to take out the alien generator on this level, too.



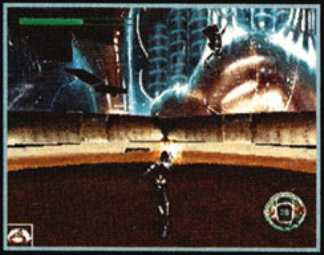
Then it's just a matter of timing as you dodge incoming cannon fire and weave across the platforms to the exit.

SECRET AREA!



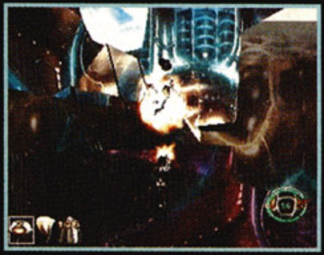
Head to the last cannon on the firing range and jump into the ball of light. You'll teleport to a room with three aliens, which you should (naturally) kill. Jump into the teleporter on the right and you'll appear back in the same room. Repeat this sequence, but this time jump in the left teleporter. Jump in the right teleporter the next two times and you'll end up in a room with some goodies and the way out.

Level 2-5



Pause for a moment before you dive into this room to check things out. Killing the alien that's in constant motion opens the door on the other side, but he hops continually, making it a footrace as much as a battle. Homing sniper grenades do the trick if you have any. Watch for the swinging pendulum that can knock you off the platforms; if you fall, boulders will roll after you as you make your way to the updraft vent for a lift back to the platforms.

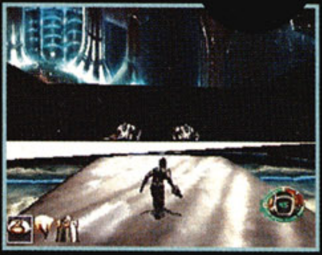
Level 2-6



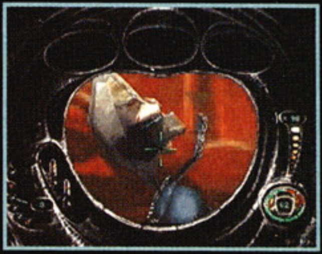
This room's all about sheer, unadulterated combat (and, incidentally, ranks as the most eye-catching scene in the game). Flying fighters will immediately attack from overhead, and two large robots lurk between the platforms. Make sure to collect the sizable number of power-ups, then take out the two alert drones that guard the door and use the nuke to exit.

Level 2-7

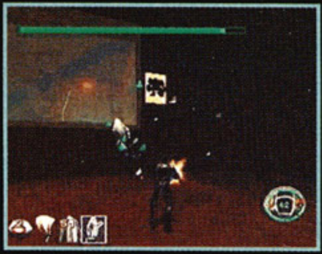
BOSS



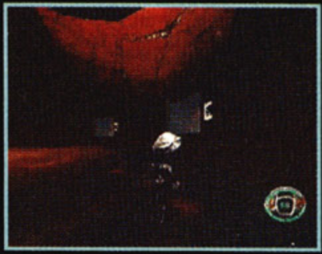
When you enter this room, head straight to the top of the ramp and wait for the flying platform to land. Hop on the platform and take out the two aliens. Then enjoy the view as you ride to the boss room.



When you first enter, the boss will be waiting behind the glass window, sipping a cocktail. Go sniper and blast away until he gets irritated and hops in his airplane. The plane will fly into the room and start circling you; blast it with a vengeance until it's destroyed.



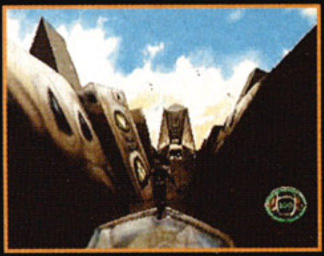
Out pops the boss, a scrawny little twerp with a big head. He'll dart around the room trying to open the windows and let in more aliens. Chase him and take him out as quickly as possible before you're swarmed by the aliens he lets in. When the boss is dead, you're off to Level 3.

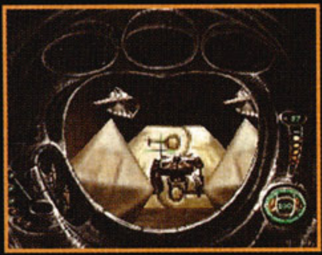


LEVEL 3:

LIVINGSTON, SCOTLAND

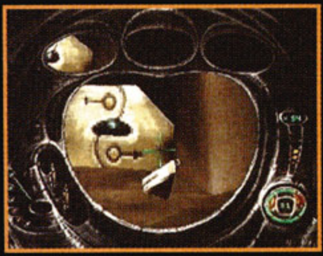
Level 3-1





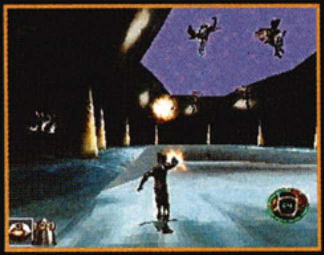
After landing on top of this high perch, go straight to sniper mode and gun for the large robot (aim for the eyes) and accompanying turrets. As soon as the enemy returns fire, hop down and weave between the cubbyholes, taking out the minor aliens as you go. Turn into the last cubbyhole on the right and go up the ramp; you'll reach a platform that provides a fine sniping position from which to clear out the open space in front of the door.

When you've killed everyone, grab the load of power-ups at the top of the ramp: Face the exit, jump left, and climb up the ramp. Glide straight across to a Super Chain Gun power-up, then glide across to the other side for a Bones Airstrike.



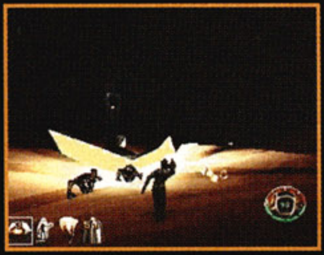
To exit this area, return to the top of the ramp and snipe the blocks on either side of the door. Watch out for the bomb-carrying kamikaze aliens that rush out.

Level 3-2

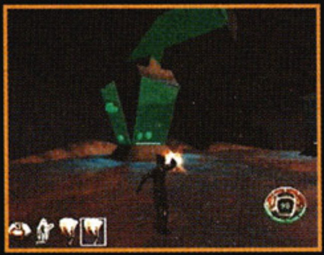


Snipe the alert drone covering the entrance and the two turrets overhead. There are two aliens on either side of the door, out of sight. After you waste them (sniping's best if you're good enough), a bunch more parachute into the pool. Once they're all toast, collect the power-ups in every corner. Head down to the room past the diving board, gun down the aliens, and then drop down the hole to the exit. The only way to score The World's Most Interesting Bomb power-up is to snipe the alien that floats in on the hover platform, then use the platform to rise up...but it's awful tough to pull off.

Level 3-3

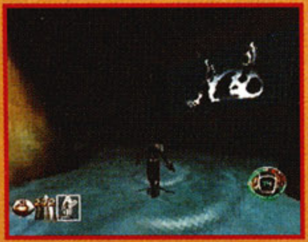


Snipe the alien at the end of the transparent tunnel, then run down it and drop into the room. Dogs swarm you, so gun them down and race into the room in the back, where three aliens float suspended in water tanks.

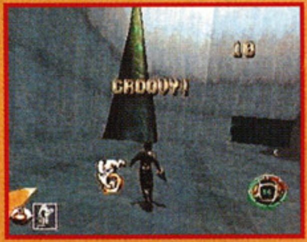


Shoot all three tanks until they turn green, then head back out into the main room. Jump onto the spinning top-shaped platform, which rises to the exit.

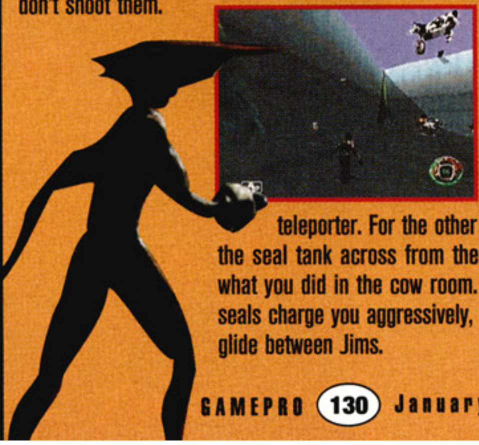
TWO SECRET AREAS!



Next to the pool in Level 3-2, you'll see a tank with a cow floating in it (those Shiny folks do have a fetish for all things bovine). Hop into the tank to enter a secret area. Aliens are clustered in the middle, but don't shoot them.

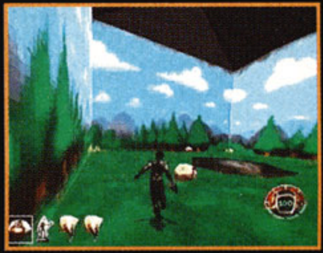


Instead, do laps around the room, running into the Earthworm Jim icons, which causes cows to drop from the sky and wipe out the aliens for you.

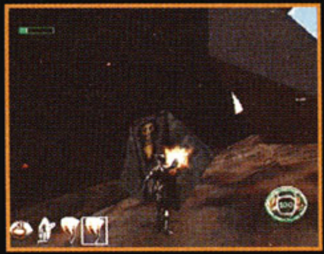


When the counter in the upper right clicks down to zero, you're through. Grab the 50 percent and Tornado power-ups, then head for the teleporter. For the other secret area, jump into the seal tank across from the cow tank, and repeat what you did in the cow room. This time, though, the seals charge you aggressively, so it's a good idea to glide between Jims.

Level 3-4



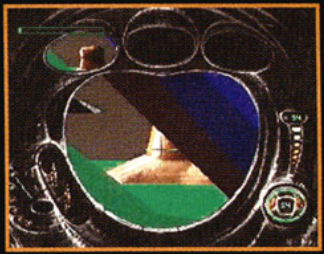
You arrive in a room with startlingly bright crayon-like color schemes. Snap up the heap of power-ups, then shoot the walls until they collapse. Ahead is one of the game's tougher run-n-gun battles.



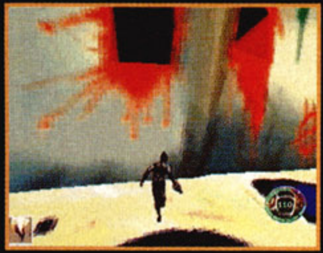
A score of aliens and a huge robot stand between you and the door, but to unlock the door you need to shoot the alien generators, which look different than usual (see above). Focus your fire on the generators—use sniper grenades and all the other goodies you have—then worry about the enemies in the room.

Level 3-5

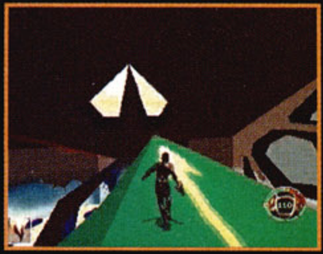
Don't jump into this brightly colored room (it's the aliens' insane asylum) right away—snipe the two turrets and other visible enemies first.



Focus on taking out the alien generator, which is just barely visible between the blue arch and the green ramp. Glide to the outcroppings on the wall to the right, collect the power-ups, and continue sniping. When you can no longer avoid it, jump to the floor, where you'll face two large aliens who keep running you over and taking huge chunks off your health. If you have the health for a run-n-gun battle, go for it; if you're short, sprint for the red-painted hole in the wall on the left and jump in.

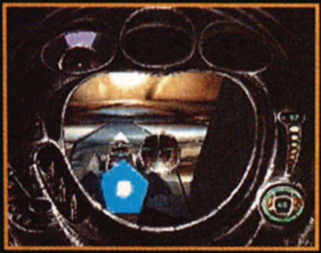


Ascend through the innards and you come out on the green ledge where the alien generator was (or is, if you didn't snipe it).

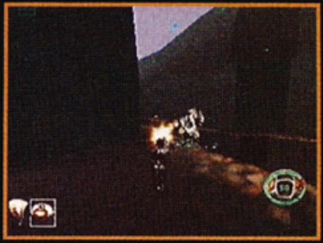


Climb up to where the arrow points out, and glide across to the narrow yellow ledge high up in the middle of the room. The exit's in the blue box in the upper right of the room; be sure to snipe the robot (eye shot!) before you make the jump.

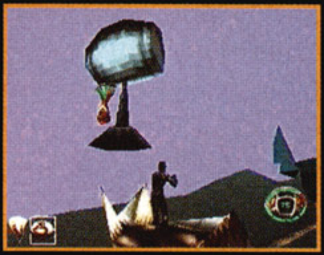
Level 3-6



Blast the gun in the doorway, then go sniper and take out the two small turrets and the large turret guided by an alien (sniper grenades and other big guns are nice here). Run down to the bottom of the crevice in front of you, pop your chute, and ride the updraft to the top.



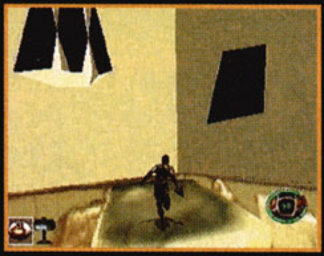
Blast the surrounding aliens, then head back along the ledge you just landed on toward the entrance. Watch out for flying fighters, turrets, and random aliens.



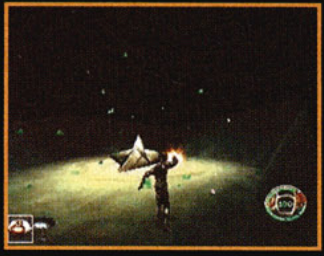
Snipe the alien on the hover platform with homing bullets, then use his ride to reach the cool power-up that floats tantalizingly above the entrance. Race along the ledge until you're above the entrance, hop onto the next and highest ledge, and run back to the exit.

Level 3-7

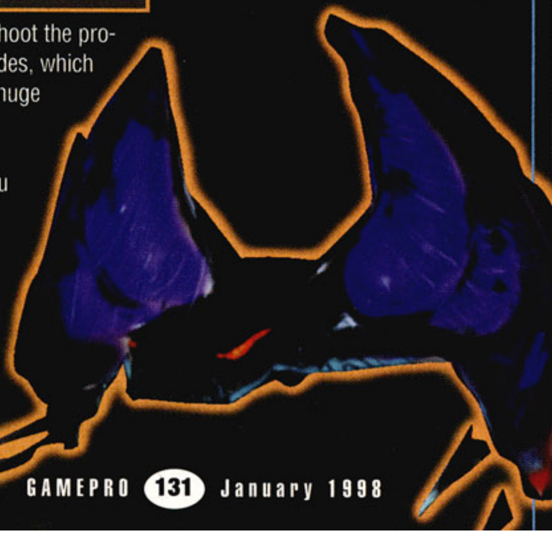
Shoot the glass that covers the entrance, then snipe as many enemies as you can see—you should find a few turrets and aliens.

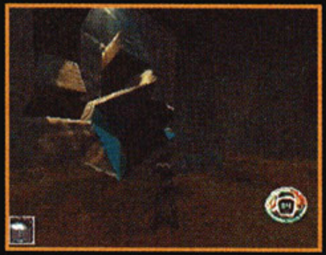


Jump down and head for the hole in the back right that doesn't have any bars over it.



Jump inside and shoot the propeller until it explodes, which winches open the huge door. Once you're through the door, keep moving as you contend with a wall full of stationary aliens.



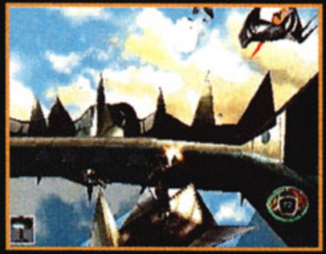


When they're dead, blast the large rock at the bottom center of that wall, which uncovers the exit.

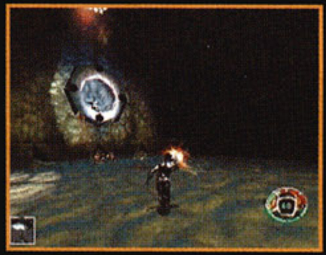
Level 3-8

BOSS

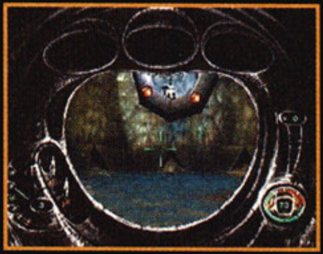
Shoot the alert drone inside the entrance, then take out the alien on the hover platform.



Hop on the platform and it takes you on a ride above the minecrawler, where you're swarmed by flying fighters. After you take them out, you'll land to face the boss, who's located behind a spinning glass wall.



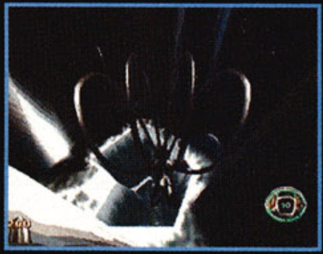
Don't bother shooting the boss; instead, deal with the packs of dogs that attack you.



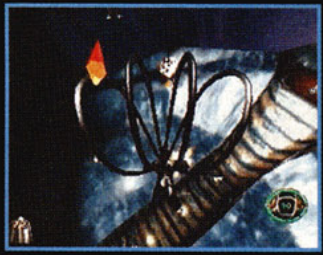
When the dogs die down, the boss's glass wheel stops spinning. Quickly go sniper and target the four orange rivets around the perimeter of the glass. It'll take a couple rounds to nail them all, but when you do, it's his funeral.

LEVEL 4:
KIRKCALDY, SCOTLAND

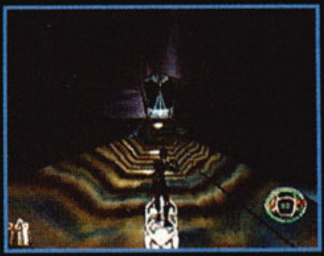
Level 4-1



Leap from the ledge and glide to the bottom.

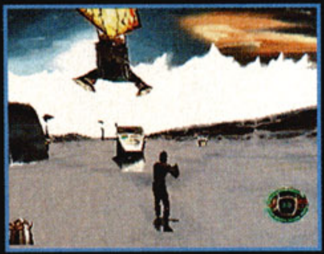


Break the glass barrier and glide in shooting because a robot and a pack of aliens will be blazing away at you. You can gun down most of the aliens while slowly descending.

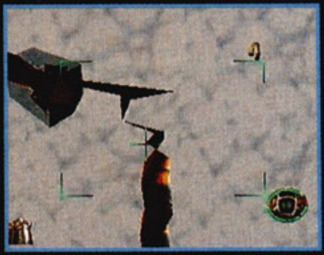


Grab the power-ups and hop on the snowboard to ride to the next room.

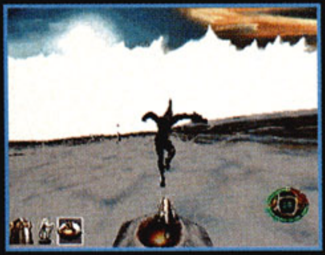
Level 4-2



As soon as you land, briefly shoot the control panel to summon a plane for a bombing run.

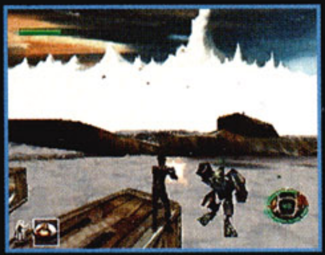


Focus your bombs on the large gunnery towers, the turrets, and the alien generator. When you land, shoot the nearby shack to score a Dummy Decoy, then snipe away at any turrets and towers you missed (use sniper grenades). If you missed the alien generator, head straight for that and take it out—you'll face only minor resistance.

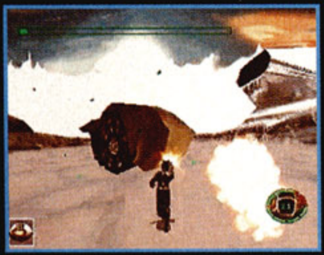


If you nailed everything on the bombing run, you should have a quiet journey across the ice to the exit, collecting a plethora of power-ups along the way.

Level 4-3

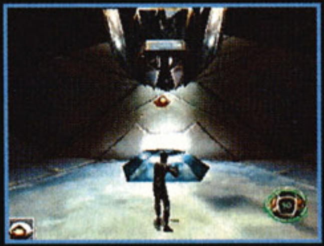


If you have a good supply of health and Super Chain Gun ammo when you land, go after the two large aliens right away. If you're in bad shape, head for the pile of crates. You can use the crates for cover and jump on them to avoid the aliens' ramming attacks.



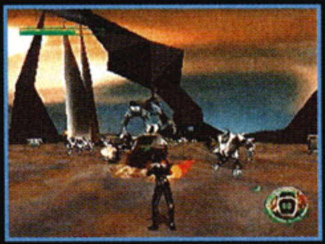
Once the two aliens are dead, a plane drops off a huge tank. Unload your best ammo on it to take it out, then collect the nuke and head for the exit at the rear of the submarine. Don't forget to blow open all the crates—most of them contain power-ups.

Level 4-4



Shoot the alien inside the door, then approach the alien in the glass capsule above the updraft vent. He's invulnerable inside the capsule, but if you lob enough grenades into the updraft, they'll float up and blast his ass. Keep a careful eye out for the exploding mines that he rolls at you during all this. Exit by floating up the draft.

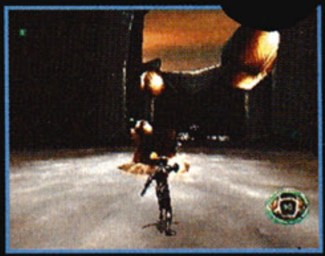
Level 4-5



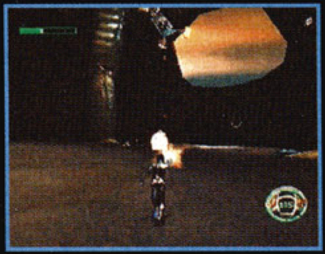
Four alien generators are in the corners of this room; ignore everything else until you take them out. Next, clear out any remaining aliens on foot, then snipe the alien in the turret above the vent—eye shots work great. Trash all the crates for power-ups, then float up the updraft and head to the exit. Hop onto the snowboard for the run to the next room.

Level 4-6

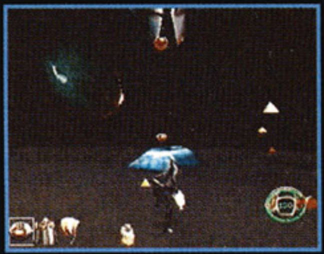
BOSS



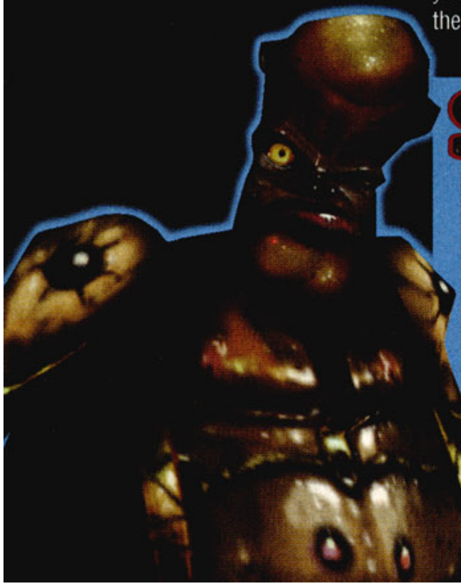
Head for the alien generator in the middle of the room and trash it. Don't worry too much about your health as you'll get a 150 percent power-up when it's dust.



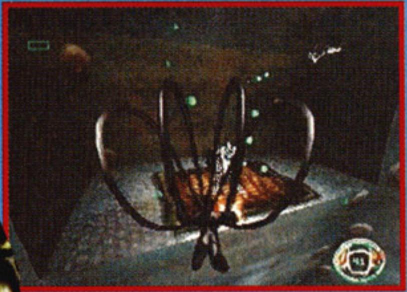
Next, take out the plane overhead that's spewing bombs, which should calm things down a lot.



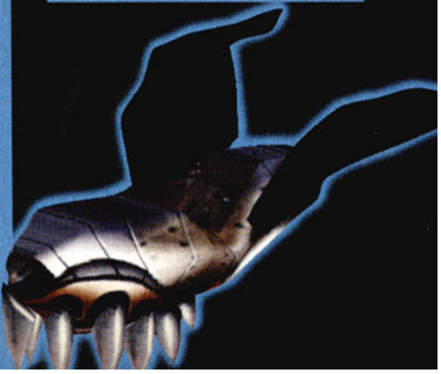
Collect the grenades and you'll face a boss like the alien you took out in Level 4-4. Lob the grenades into the updraft and dodge his bouncing bombs. As soon as you've hit the boss with enough grenades, you're off to the next level.

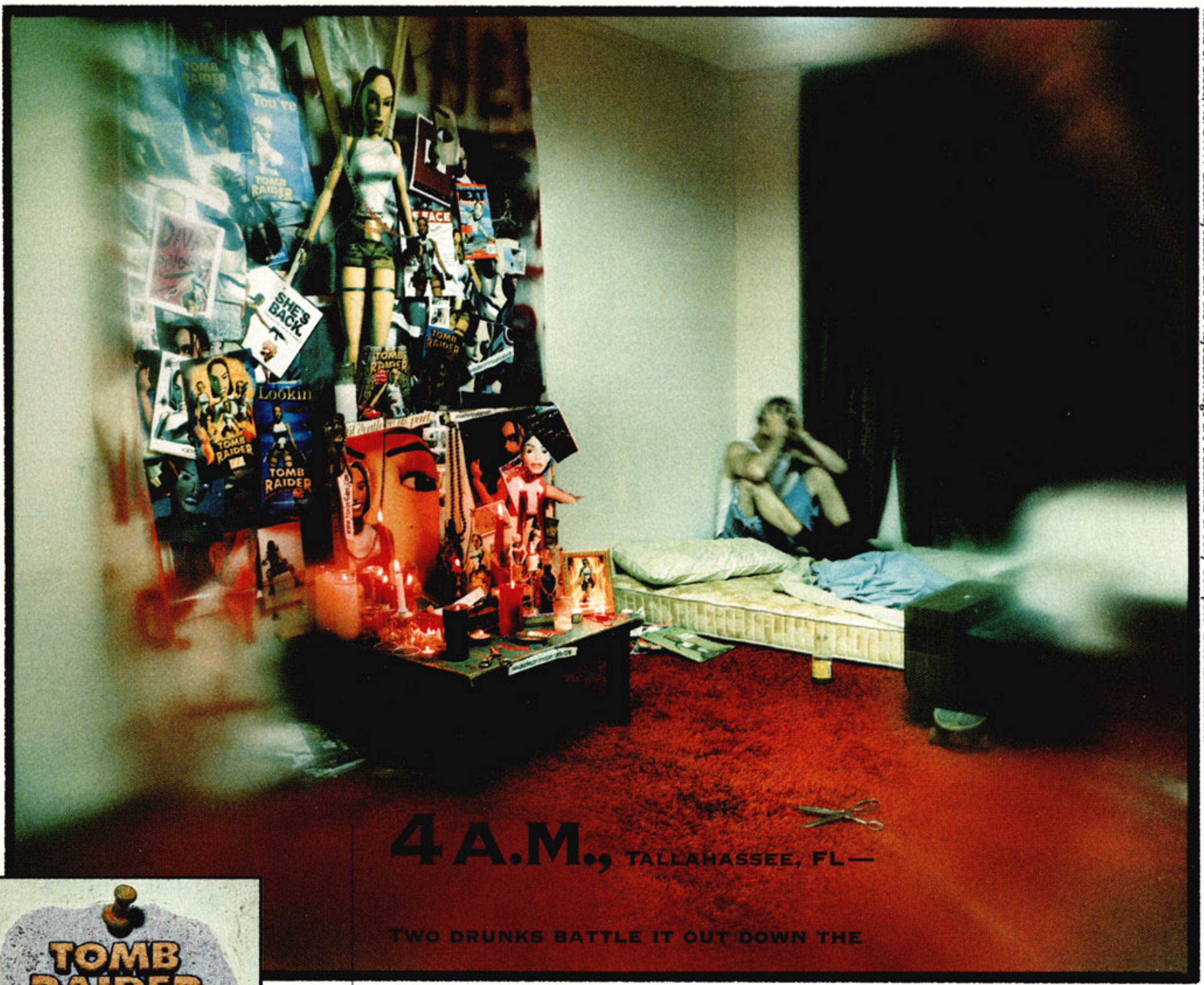


SECRET AREA!

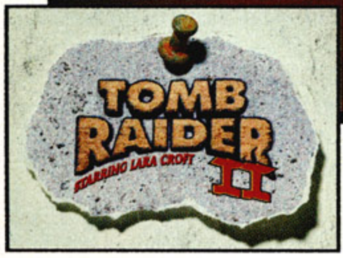


After you blow up the alien in the capsule in Level 4-4, turn around and head back to the entrance, where you'll see a teleporter that leads to a secret area. To score the power-ups in this easy room, just ride the updraft to the top and gun down the aliens as you go. Remember that you can shoot while gliding.





4 A.M., TALLAHASSEE, FL— TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19 YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE EVERY TIME I CLOSE MY EYES, ALL I SEE IS LARA CROFT."



inset photos

Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.

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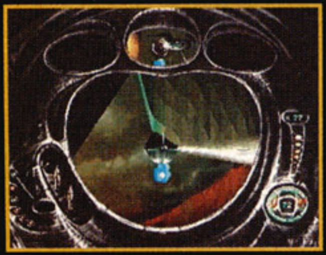
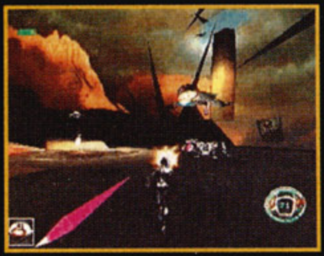
LEVEL 5:
SPARROW PIT, ENGLAND

Level 5-1

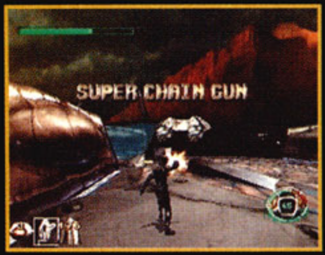


As soon as you land in this level, go sniper and target the gunnery pods on the huge ship floating in the distance. Eventually they'll start shooting back, so dodge around to new sniping positions.

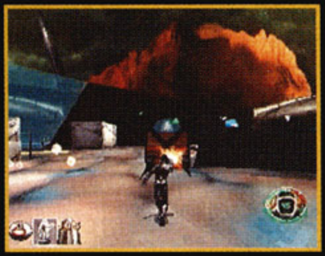


When the incoming fire becomes too intense, head out into the main room and start blazing away at the crowd of aliens and alert drones and the plane overhead. A robot guards the exit, which is to the left of the entrance, so try to use your powerful ammo like sniper grenades. Grab the nuke and use it to unlock the door.

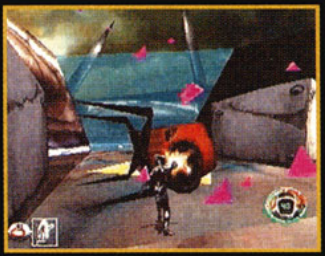
Level 5-2



A couple of aliens and an alert drone await you just inside the entrance, so be as sneaky as you can. Once you're inside, it's another epic run-n-gun battle. Two robots and a huge plane lurk around the corner, but there are plenty of ramps and such to use as cover, so keep moving, stopping only briefly to blast away. When you trash the plane, out drops a spiky forklift-type vehicle.



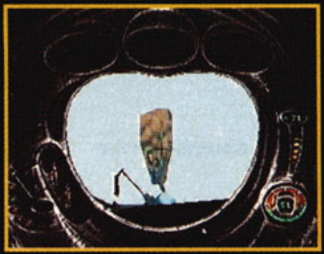
Shoot it until you kill the alien driving it.



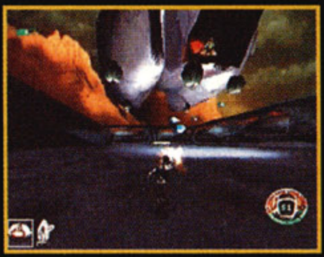
When the forklift is just an inanimate object, use a steady stream of fire to move it. Position the forklift on the yellow square in front of the shield that blocks the exit. When it's on the yellow square, the shield drops and you can fall through the hole in the floor to the next room.

Level 5-3

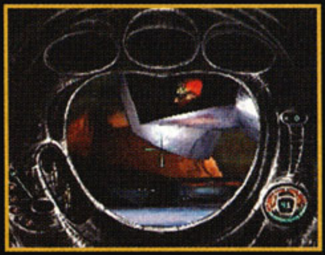
Take out the aliens at the top of the ramp you arrive on, then head up and clear out any stragglers in the room where the big ship hangs from the crane.



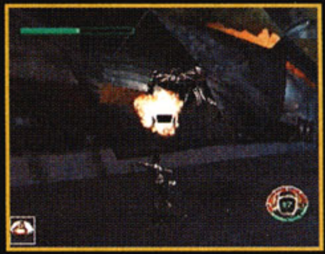
When all's quiet, go sniper and take out the alien who's busy typing away behind the glass.



Killing the alien knocks the ship loose from the crane, and it attacks you. The gunnery pods on its underbelly are a real pain, but keep moving until you've knocked them all off.

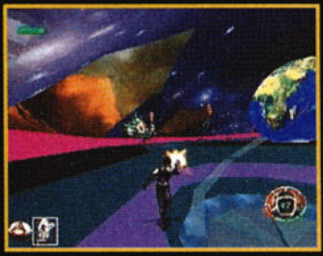


Snipe the ship's pilot and the ship will crash into the wall and burn, releasing a final torrent of aliens.

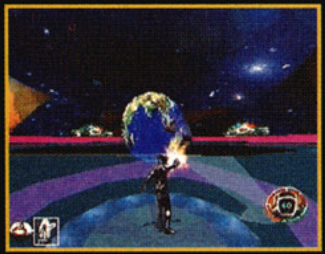


A robot appears to guard the exit, so take him out and move on.

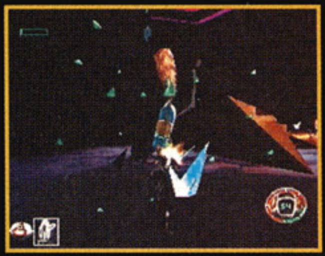
Level 5-4



You've arrived at the aliens' main control room. Gun down the big-headed aliens; they'll flee into the pit beneath the spinning globe.



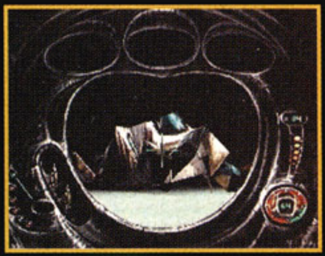
When they're all dead, shoot the globe until it falls and breaks through the glass in the bottom of the pit.



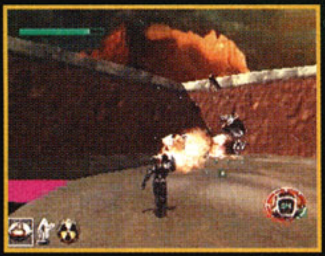
Descend and fill the three big-headed aliens at the control panels full of lead. Drop through the hole in the floor to depart.

Level 5-5

This room's sniper-intensive—everyone's asleep, so if you're sneaky, you'll preserve a lot of health. Snipe the alert drone and the two aliens along the wall across from the entrance, then head to that wall and turn right. Snipe the floating robot in the eye.



Snipe the two sleeping aliens and collect the nuke. Snipe them as they sleep if you can, but they're easy to waste if you just run in. Then head back to the room on the left.



Head up the ramp and go after the alert drone at the top right away, then focus your fire on the three alien generators (grenades are good here). Snipe the alert drone on the ledge across the gap, then jump over there yourself.

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Draw your favorite character(s) or scene from **Crash Bandicoot™** or **Crash Bandicoot 2: Cortex Strikes Back™ on a standard size envelope.** All entries are to be judged by a panel including members of Universal Interactive Studios and Naughty Dog, on behalf of Sony Computer Entertainment America on neatness, artistic ability, and creativity. All contest entries must be received by Feb. 27, 1998 and winners will be notified on or about April 1, 1998.

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Send your drawings on a standard size letter envelope (9 1/2" x 4 1/4"). Inside, include your name, address, sex, date of birth, phone number with area code, and your answers to the following questions:

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Entries must be received no later than February 27, 1998.

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Entries not satisfying these Official Rules will be automatically disqualified. Judging Criteria: All entries received will be judged by a panel of independent judges composed of video game industry professionals. Judging of the entries will begin on or about February 27, 1998, with a final decision to be made on or about April 1, 1998. The decision of the judges will be final and binding in all respects. By participating, entrants agree to be bound by the Offical Rules. Judging Criteria: 1) neatness 33.3%; 2) artistic ability 33.3%; and 3) creativity 33.3%. Sponsor reserves the right to refuse any entries featuring gratuitous depiction of violence or sexual behavior, or positive depictions of alcohol or tobacco. The drawing must be the original, unpublished and sole work of the entrant. Winners will be selected from all eligible entries received by mail on or before February 27, 1998. 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One(1) First Prize winner will receive a PlayStation game console, an autographed copy of Crash Bandicoot 2: Cortex Strikes Back software by the developers, one (1) "Swag Pack" (which includes a PlayStation branded CD carrying case, a PlayStation branded T-shirt, a PlayStation branded hat, one (1) pair of PlayStation branded shorts and a PlayStation branded watch), and a one year subscription to GamePro magazine (approximate retail value of $300). Five (5) Second Prize winners will receive one (1) PlayStation branded hat, one (1) Crash Bandicoot 2 branded T-shirt and one (1) year subscription to GamePro Magazine (approximate retail value of $45). Sponsor reserves the right to substitute prizes of equal value if prize is unavailable. Prize is non-transferable and no substitutions allowed. Winners shall be notified by mail and/or telephone. Once notified, allow 8-10 weeks for delivery of prize. Eligibility: Promotion is open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner will be required to sign an affidavit of eligibility/release of liability/prize acceptance which must be returned within 7 days of receipt. Travel companion will be required to sign and return a Travel Companion Liability Release. Releases for both winner and companion must be signed and returned within the stated time period or prize may be forfeited. Additionally, as a condition to receiving the prize, the winner shall be required to execute an assignment transferring and assigning all of his or her rights, title and interest in the drawing submitted as an entry to SCEA. If the winner is a minor, then prize will be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for the purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and Judges and their parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this contest or prize. Winner List: For a list of winners, send a stamped, self-addressed envelope to: "GamePro-Crash 2" Contest, Winners, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002. Please allow four (4) weeks for delivery of winners list. Restrictions: Void where prohibited or restricted by law.

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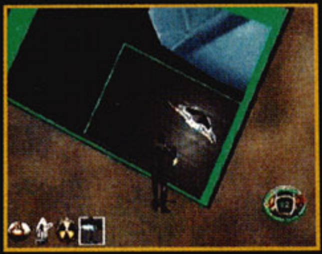
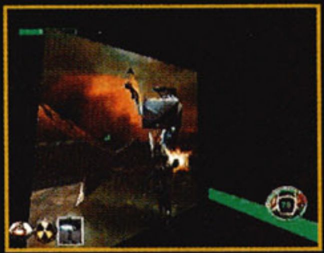
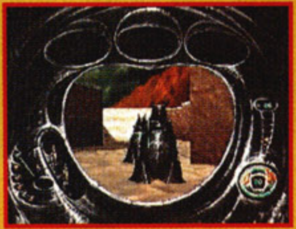


A robot's waiting for you in the hole with the green striping. If you grab the mortars and position yourself just right (with your back against the same wall that the entrance is in), you can lob mortars into the hole and take it out in complete safety. If you have good health, you can just drop in and go for it.



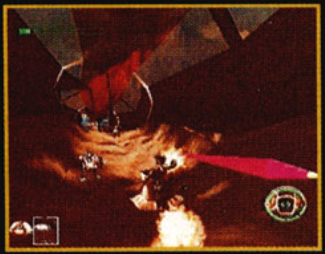
Once the robot's dead, head up the ramp at the bottom of the hole, and you'll find another robot. If you have a Dummy Decoy, this is a great time to use it, since fighting robots in close quarters is extremely tough. After you dispose of the second robot, use the nuke to unlock the exit and head out.

SECRET AREA!



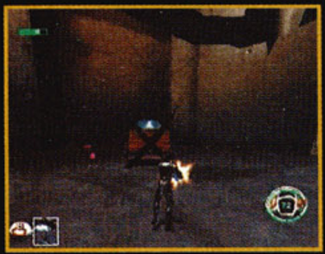
After you nuke open the exit, you'll see a secret area teleporter to the left. Hop into it to go to an extremely tough secret area where alert drones charge you and explode upon contact. You can only kill them in sniper mode, so stay in it as much as possible and use strafing to navigate. You're rewarded with some nice power-ups at the end.

Level 5-6

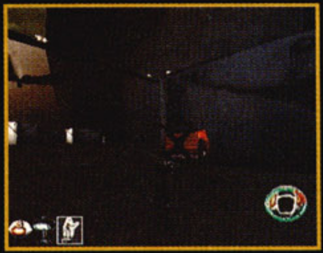


No strategy in this half-pipe—just shootin'. Target the two alien generators right away and ignore the aliens as much as possible because planes continually drop more. Blast the robot guarding the exit, use the nuke to unlock it, and get out as quickly as possible.

Level 5-7

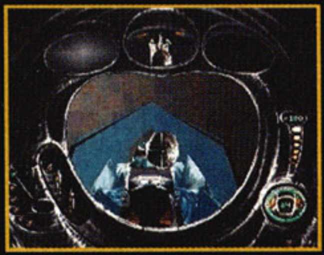


Snipe for as long as you can from the entrance to this room, but you'll quickly find yourself in a running gunfight. Take out the alert drones and forklifts first, then clear out all the aliens.

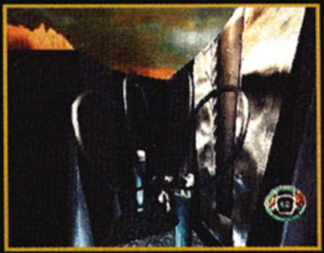


When everything's dead, push one of the dormant forklifts up to the first ledge just to the right of the entrance. Use it as a stepping stone to climb the ledge, then leap across to the narrow span stretching overhead. Inch your way cautiously across to the tall ledge with the ramp atop it, then use that as a perch to hop to the span that circles the entire room. A forklift rolls around this span; shoot it so it stops just below the ledge you need to hop onto to reach the exit.

Level 5-8

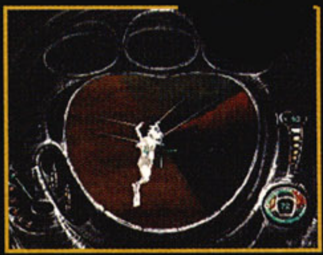


Shoot the dog that charges up the ramp, then go sniper and take out the alien in the turret in the distance (if you don't have sniper grenades, a bullet through the gap in the glass and into its head will work). Descend and take out the aliens and the other two turrets, then climb back up the ramp.

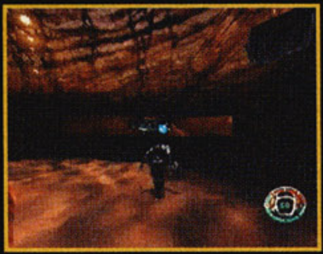


Glide off the top of the platform to the updraft at the top of the pole on the right. Keep gliding left until you're at the top of the third and final updraft, then glide all the way back across the room to the exit in the right corner.

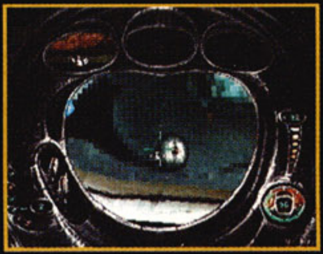
Level 5-9 BOSS



The boss of this level has kidnapped your faithful canine companion, Bones. To free him, you must do some seriously tough sniping.



Jump to the platform below and find the narrow window. A huge ship will periodically appear in it; quickly go sniper, zoom across, and target the gunnery pods. A steady supply of homing sniper grenades and health will parachute in to help you out.

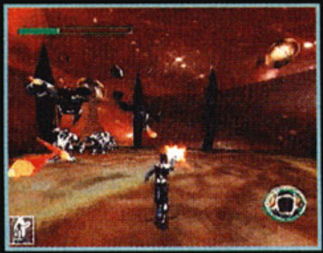


When you shoot off all the gunnery pods, the boss escapes with Bones to the next and final level.

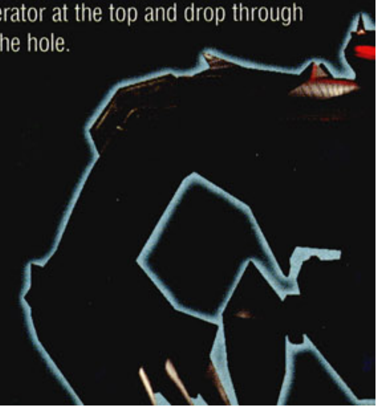
LEVEL 6:

CONCLUSION

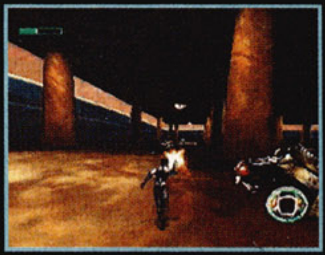
Level 6-1



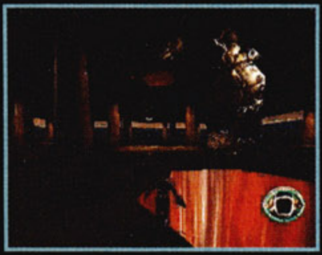
You're about to be swarmed, so grab the Dummy Decoy and use it right away while you take out the pack of aliens and robots. When they're dead, a ramp out opens up; follow it up, but watch out for the rolling aliens. Shoot the alien generator at the top and drop through the hole.



Level 6-2

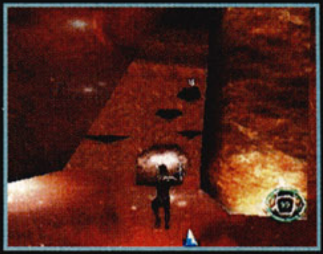


The boss is circling the room with a pack of dogs. Attack immediately, and the dogs will break off and hunt you down. Keep moving and shooting until you kill them all, then go after the boss.

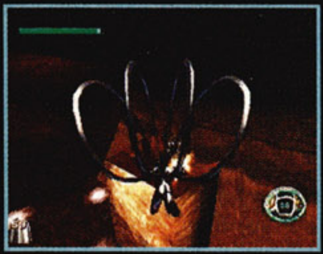


After taking a little damage, the boss will head for the center of the room and drop through a hole in the floor. Follow him….

Level 6-3

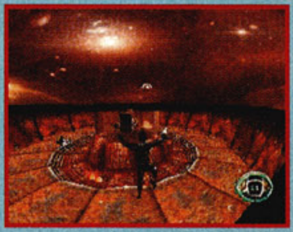


The key to this room is to run as much as possible and fight as little as possible because you'll always be outnumbered. Shoot the alert drone outside the entrance to the left, then head straight across to the slanted platform next to the pillar. Complete the series of tricky jumps along the chain of platforms to the top.



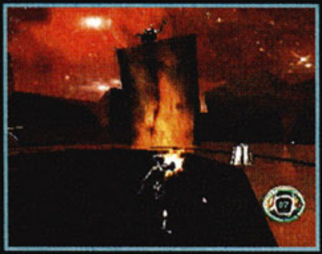
Snipe the turret at the top of the pillar, then jump into the pillar and descend to the next room.

SECRET AREA!

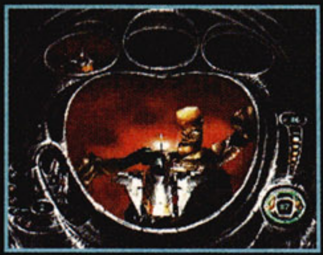


After you blast the turret at the top of the pillar, descend back to the ledge above the entrance and hop into the teleporter. Two aliens are behind glass tubes in the center of the room. Jump down and collect the grenades, then return to the ledge by the entrance. Repeatedly jump and throw grenades in midair until you kill both the aliens in the tubes. When they're dead, cool power-ups and the exit will appear.

Level 6-4

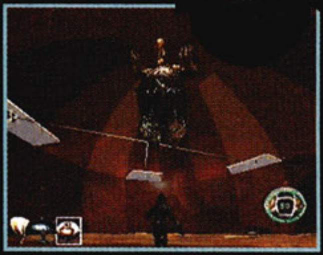


This room's chock-full of power-ups, and you'll need 'em. The boss awaits atop the ledge in the center.

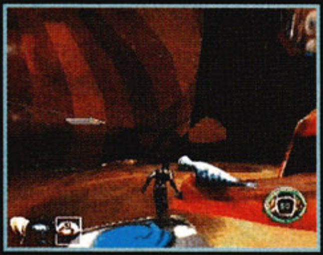


Load up on sniper grenades and Dummy Decoys, then lay the bait and unload the grenades on the boss. When you've hit him enough, he flees, and another ledge falls, creating a path to the top of his ledge. Climb up and drop down into the final room.

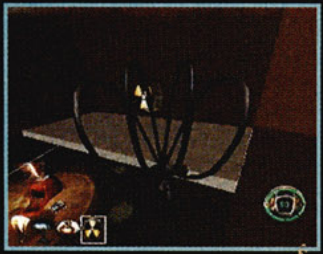
Level 6-5 BOSS



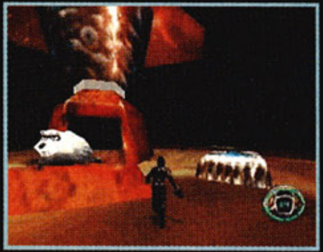
This tricky room involves no shooting. The boss is parked in the middle of the room on top of a nuke. Bones is suspended in midair from three cords that are connected to nuclear locks.



Run to the snack dispenser and step on the trigger plate that's next to it. A seal emerges. Grab it, run up to the boss, and throw it in front of him.



While he's chowing on the seal, grab the nuke and run over to the updraft, float up, and use the nuke to unlock one of the cords. Wait until the next nuke parachutes in, then repeat until all the cords are unlocked. Bones jumps down, runs over, and disguises himself as a seal snack.



Feed Bones to the boss, and the boss explodes!

Now sit back and watch the weird MTV-style ending….

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

MORTAL KOMBAT 4

ARCADE REVISION 2

In this strategy guide we give you all the special moves and techniques as well as a healthy dose of finishing moves and combos for Mortal Kombat 4 Revision 2.

By Bruised Lee, Major Mike, and Johnny Ballgame

(Special thanks to Ed Boon and the fine folks at Midway)

General Skills

Weapons

Draw Weapons

The coolest feature in MK4 is the new weapons system. Each fighter has a specialized weapon they can use during a fight (see character profiles). However, if a weapon is dropped during a fight, anyone can pick it up and use it.

Pick Up Weapons

Stand over a weapon, hold ↓, and tap RN to pick up your opponent's weapon.

Throw Weapons

To throw your weapon, repeat the move you used to draw your weapon. For example, if you're playing as Scorpion, tap →, (→ HK) to draw his sword, then tap →, (→ HK) to throw it at your opponent.

Weapon Screen Smash

For a crazy effect where you smash your opponent against the video screen, tap (→ LP) while holding Raiden's mallet, Jax's spiked club, or Reiko's spiked club.

Weapon Attacks

Your character can perform several attacks while holding a weapon.

High Slash: Tap HP
Low Slash: Tap LP
Overhead Slash: Tap (← HP)
Uppercut Slash: Tap (← LP)

Other Items to Throw

Rocks and Skulls

Some stages have items you can throw at an opponent. To throw these items, stand over them, hold ↓, and tap RN.

Dodge

The MK series adds a new feature: Fighters can now dodge attacks by moving into the foreground or background.

Dodge into the Foreground

Hold ↓, tap RN, RN

Dodge into the Background

Tap RN, RN

Throws and Bone Breakers

The following moves are done when in close to an opponent and are universal for each character.

Throws

When in close, tap (→ LP)

Note: Some fighters have throws that can be done in the air.

Bone Breakers

The Bone Breaker is another new feature in MK4. You can use this bone-shattering move to briefly stun your opponent.

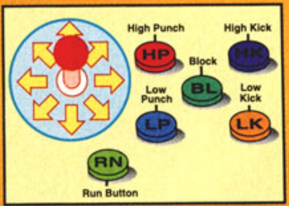
When in close, tap (→ LK)

Alternate Fighter Colors

Press any of the following at the fighter-select screen to choose a fighter's alternate color:

Kai:	Press and hold Start, tap (HP BL LK)
Raiden:	Press and hold Start, tap (LP BL HK)
Shinnok:	Press and hold Start, tap (HP BL LP)
Liu Kang:	Press and hold Start, tap (HK BL LK)
Reptile:	Press and hold Start, tap (LP BL LK)
Scorpion:	Press and hold Start, tap (HP HK BL)
Jax:	Press and hold Start, tap (RN LP BL)
Reiko:	Press and hold Start, tap (RN HP LK)
Johnny Cage:	Press and hold Start, tap (RN LP LK)
Jarek:	Press and hold Start, tap (HK HP RN)
Tanya:	Press and hold Start, tap (HK LK HP)
Fujin:	Press and hold Start, tap (LP HP HK)
Sub-Zero:	Press and hold Start, tap (RN BL HP)
Quan Chi:	Press and hold Start, tap (HP RN HK)
Sonya:	Press and hold Start, tap (LK HP RN)

CONTROLLER LEGEND



K = Any Kick button
P = Any Punch button
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Kombat Kodes

ROUND 1
KODE 8: MANY WEAPONS

Like in MK3 and Ultimate MK3, you can enter Kombat Kodes before a two-player battle. At the Vs. screen right before the match, you'll find a row of six boxes. Of these six boxes, each player can change three: To change the left box, use LP; to change the middle box, use BL; to change the right box, use LK. For example, to enter Kode 123 123 for no power, Player One should tap LP once, BL twice, and LK three times. Player Two should tap LP once, BL twice, and LK three times.

These are all the known Kodes as of press time. Please e-mail or send any new Kodes you find to: *swat.gamepro@gamepro.com* or GamePro Magazine Secret Weapons, P.O. Box 5828, San Mateo, CA 94402.

1. Free Weapon:	111 111	A random weapon falls from the sky
2. Throwing Disabled:	100 100	No throwing during fights
3. Armed and Dangerous:	444 444	Start the fight with weapons drawn
4. Silent Kombat:	666 666	No music during fights
5. Explosive Kombat:	050 050	Your opponent explodes on your last hit
6. Random Weapons:	222 222	Start the fight with random weapons
7. No Power:	123 123	Both fighters start on the final round and with very little energy
8. Many Weapons:	555 555	Every character's weapon is dropped at the start of a fight
9. Randper Kombat:	333 333	Fighters change into other characters at random during a fight
11. Weapon Kombat:	002 002	Fighters start the fight with weapons drawn and weapons can't be knocked away
13. Noob Saibot Mode:	012 012	*At press time, this Kode was unknown—Ed.*
14. Red Rain:	020 020	Mountaintop stage rains blood

Shinnok

Finishing Moves

Hand of Death Fatality

When in close, tap ↓, ←, →, ↓, RN

Prison Stage Fatality

When in close, tap ↓, ↓, → HK

Special Moves

Impersonations

Reptile
Tap ←, ←, (→ BL)

Scorpion
Tap →, (← LP)

Sonya
Tap →, ↓, (→ HP)

Sub-Zero
Tap ↓, (← LP)

Tanya
Tap ←, →, (↓ BL)

Johnny Cage
Tap ↓, (↓ HP)

Reiko
Tap ←, ←, (← BL)

Raiden
Tap ↓, →, (→ HP)

Jax
Tap →, ↓, (→ HK)

Quan Chi
Tap ←, →, ←, (→ LK)

Jarek
Tap ←, ←, (← LK)

Liu Kang
Tap ←, ←, (→ HK)

Kai
Tap →, →, (→ LK)

Fujin
Tap →, →, (← HK)

Weapon: Bladed Staff

Draw Weapon

Tap ←, (→ LP)

Scorpion

Weapon: Broadsword

Draw Weapon

Tap →, (→ HK)

Devastating Combos

Three-Hit Kick-Spear Combo 23% DAMAGE

Jump in deep, tap HK

Tap ←, (← LP)

Tap (↓ HP)

Four-Hit Teleport-Spear Combo 28% DAMAGE

Jump in deep, tap HK

Tap ↓, (← HP)

Tap →, (→ LP)

Tap (↓ HP)

Five-Hit Spear-Uppercut Combo 31% DAMAGE

Tap HP

Tap HK

Tap (↓ HP)

Tap ←, (← LP)

Tap (↓ HP)

Six-Hit Weapon-Finish Combo 38% DAMAGE

Tap HP

Tap HK

Tap (↓ HP)

Tap ←, (← LP)

Tap HP

Tap →, (→ HK)

Seven-Hit Teleport Juggle Combo 42% DAMAGE

Jump in deep, tap HK

Tap (↗ HK)

Tap ↓, (← HP)

Tap →, (→ LP)

Tap HP

Tap HK

Tap (↓ HP)

Special Moves

Spear

Tap ←, (← LP)

Flame Spit

Tap ↓, (→ LP)

Air Throw

While in the air with an opponent, tap BL

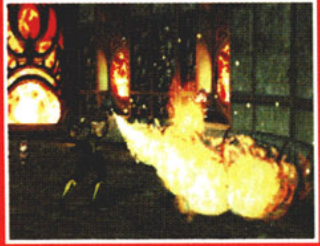
Teleport Punch

Tap ↓, (← HP)

Note: This move can be done in the air.

Finishing Moves

Fiery Death Fatality



From outside sweep distance, tap ←, →, →, (← BL)

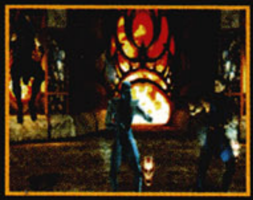
Prison Stage Fatality

When in close, tap →, →, ↓, ↓, LK

Sub-Zero

Special Moves

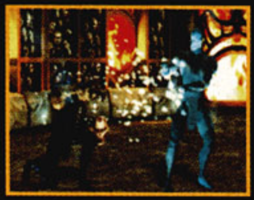
Ice Clone



Tap ↓, (← LP)

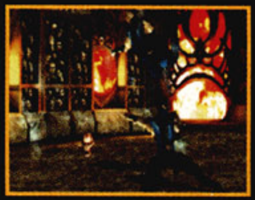
Note: This move can be done in the air.

Freeze



Tap ↓, (→ LP)

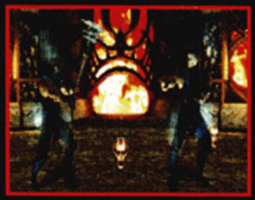
Slide



Tap (LP BL LK)

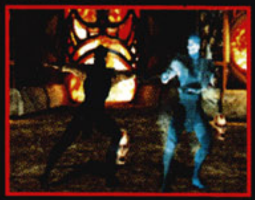
Weapon: Icy Wand

Draw Weapon



Tap ↓, (→ HK)

Club Freeze

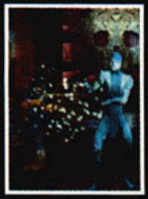


Tap (← LP)

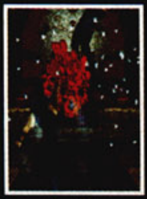
Note: Your weapon must be drawn to do this move.

Devastating Combos

Two-Hit Basic Combo **23% DAMAGE**

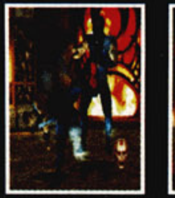


Tap ↓, (→ LP)

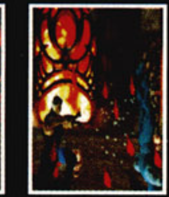


Tap (↓ HP)

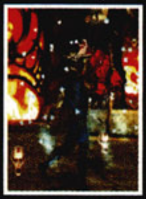
Three-Hit Uppercut Combo **18% DAMAGE**



Tap (↓ HK)

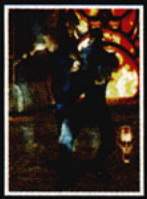


Tap ↓, (→ LP)

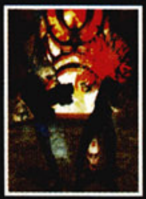


Tap (↓ HP)

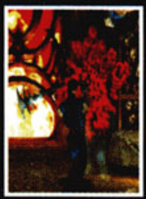
Five-Hit Icy Wand Combo **27% DAMAGE**



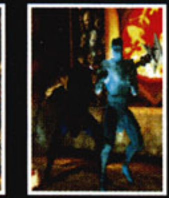
Tap HK



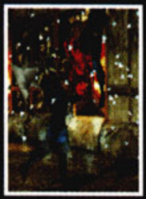
Tap HK



Tap ↓, (→ HK)

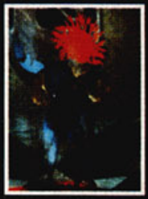


Tap (← LP)

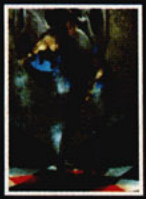


Tap (↓ HP)

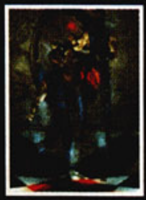
Five-Hit Slider Combo **26% DAMAGE**



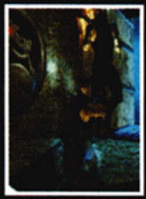
Tap HP



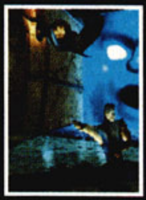
Tap HK



Tap (↓ HP)

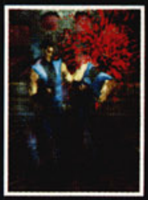


Hold (RN →), tap HP

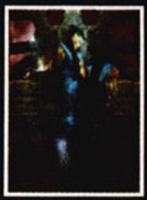


Tap (LP BL LK)

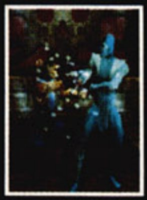
Six-Hit Freezer Combo **34% DAMAGE**



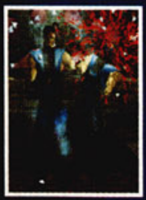
Tap HP



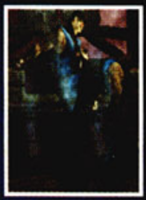
Tap HK



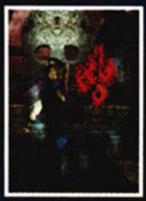
Tap ↓, (→ LP)



Tap HP

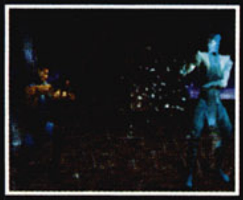


Tap HK

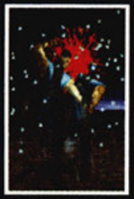


Tap (↓ HP)

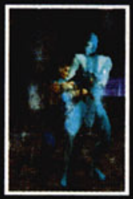
Nine-Hit Re-Freezer Combo **41% DAMAGE**



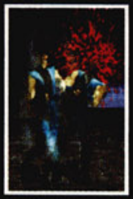
Tap ↓, (→ LP)



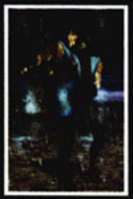
Jump in deep, tap HP



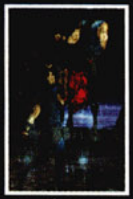
Tap ↓, (→ LP)



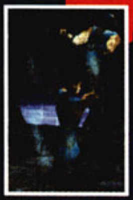
Tap HP



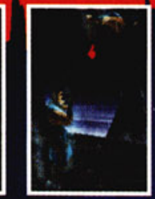
Tap HK



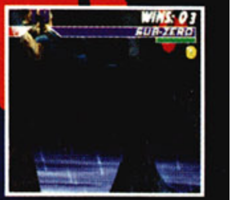
Tap (↓ HP)



Hold (RN →), tap HP



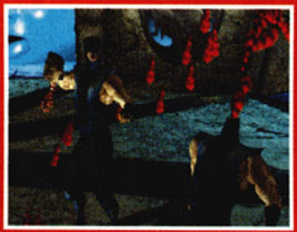
Tap HP



Tap (↗ HK)

Finishing Move

Head-Rip Fatality



When in close, tap →, ←, →, ↓, (HP BL RN)

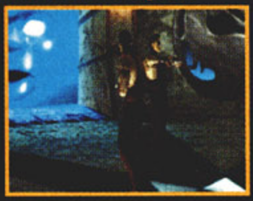
Reiko

Finishing Move

BFK Fatality
When in close, tap →, ↓, →
(LP BL HK LK)

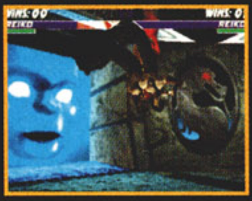
Special Moves

Circular Teleport



Tap ←, (→ LK)

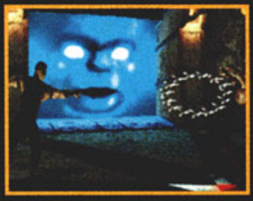
Teleport Throw



Tap ↓, ↑, BL

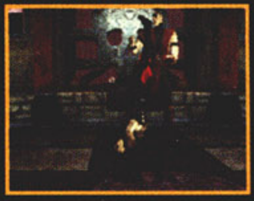
Note: Tap BL when in close to your opponent during the teleport to throw the opponent. This move can also be done while in the air.

Shurikens



Tap ↓, (→ LP)

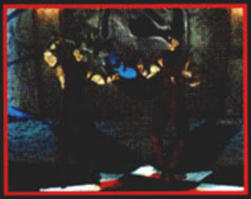
Bloody Flip Kick



Tap ←, ↓, (→ HK)

Weapon: Spiked Club

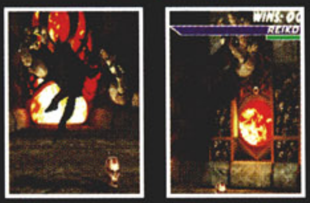
Draw Weapon



Tap ↓, (← HP)

Devastating Combos

Two-Hit Slammer Combo 15% DAMAGE

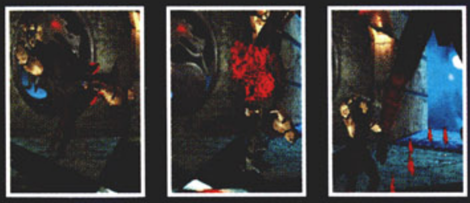


Jump in deep, tap HK

Tap ↓, ↑, BL

Three-Hit Screen-Smash Combo 24% DAMAGE

Note: Your weapon must be drawn to start this combo.

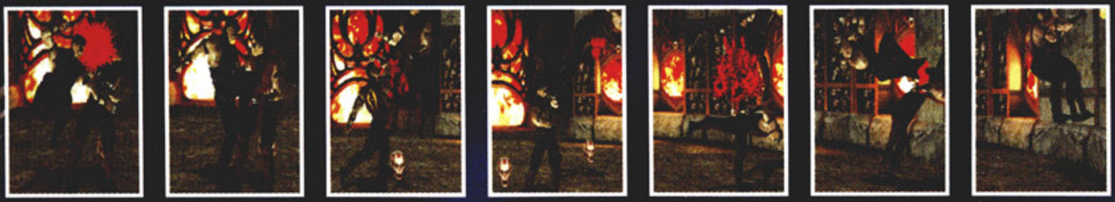


Jump in deep, tap HK

Tap ←, ↓, (→ HK)

Tap LP

Seven-Hit Juggle Insanity Combo 44% DAMAGE



Jump in deep, tap HP

Tap HK

Tap (↓ HP)

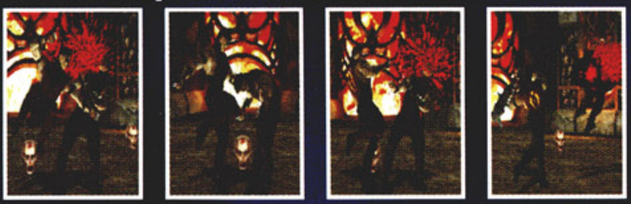
Hold (RN →), tap HP

Tap ←, ↓, (→ HK)

Tap (↗ HK)

Tap ↓, ↑, BL

Four-Hit Weapon-Finish Combo 38% DAMAGE



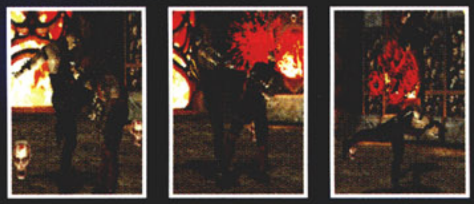
Jump in deep, tap HP

Tap HK

Tap HK

Tap ↓, (← HP)

Three-Hit Kick Combo 25% DAMAGE

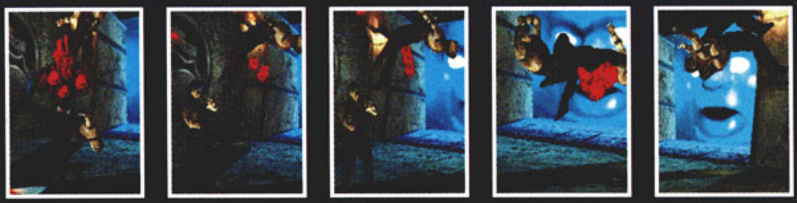


Tap HK

Tap HK

Tap ←, ↓, (→ HK)

Five-Hit Juggle Combo 30% DAMAGE



Tap ←, ↓, (→ HK)

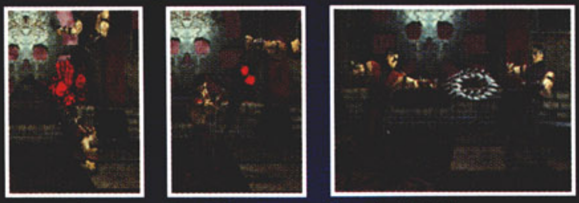
Hold (RN →), tap HP

Tap HP

Tap (↗ HK)

Tap ↓, ↑, BL

Three-Hit Juggle Combo 25% DAMAGE



Tap ←, ↓, (→ HK)

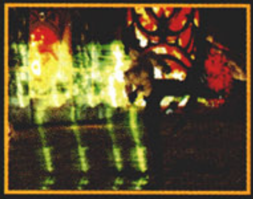
Tap HP

Tap ↓, (→ LP)

Johnny Cage

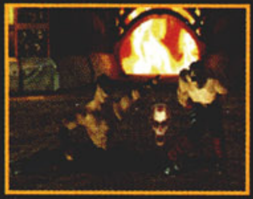
Special Moves

Shadow Kick



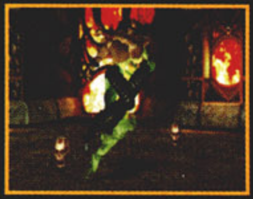
Tap ←, (→ LK)

Nut Punch



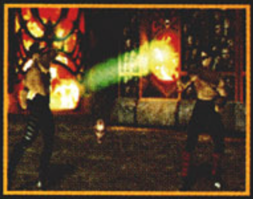
Tap (BL LP)

Shadow Uppercut



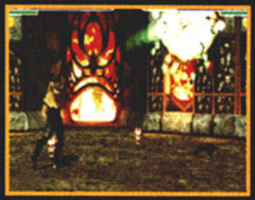
Tap ←, ↓, (← HP)

Low Fireball



Tap ↓, (← LP)

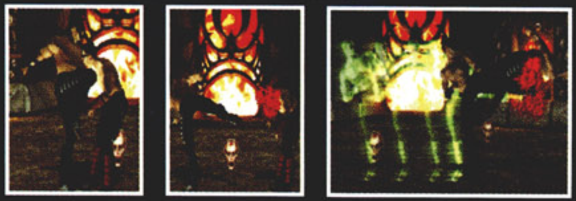
High Fireball



Tap ↓, (→ HP)

Devastating Combos

Three-Hit Shadow-Kick Combo 25% DAMAGE

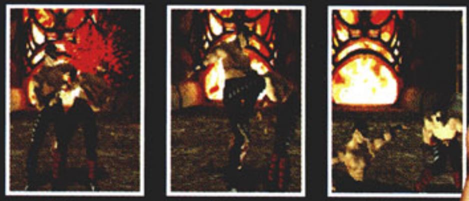


Tap HK

Tap LK

Tap ←, (→ LK)

Three-Hit Low-Blow Combo 20% DAMAGE

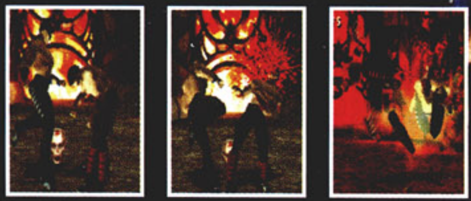


Tap HP

Tap HK

Tap (BL LP)

Three-Hit Weapon-Finish Combo 30% DAMAGE

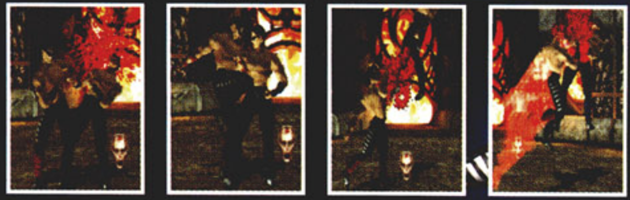


Tap HK

Tap HK

Tap →, ↓, (→ LK)

Four-Hit Shadow-Uppercut Combo 24% DAMAGE



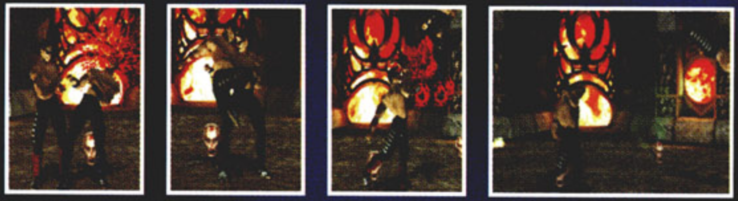
Tap HP

Tap HK

Tap (↓ HP)

Tap ←, ↓, (← HP)

Four-Hit Uppercut-Fireball Combo 24% DAMAGE



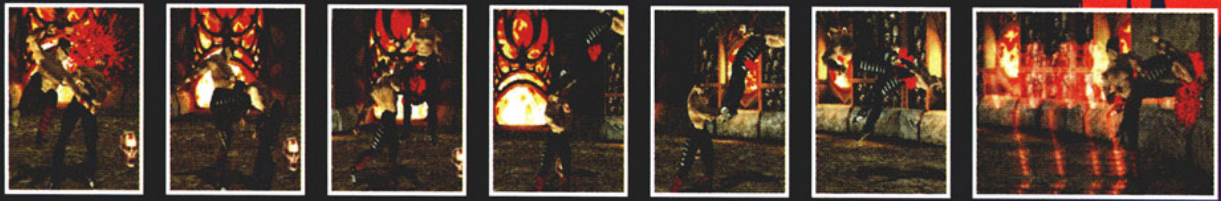
Tap HP

Tap HK

Tap (↓ HP)

Tap ↓, (← LP)

Seven-Hit "Hollywood Special" Combo 44% DAMAGE



Jump in deep, tap HP

Tap HK

Tap (↓ HP)

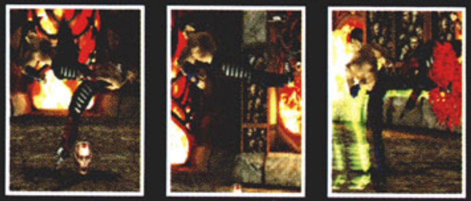
Hold (RN →), tap HP

Tap HP

Tap (↗ HK)

Tap ←, (→ LK)

Three-Hit Kicker Combo 24% DAMAGE



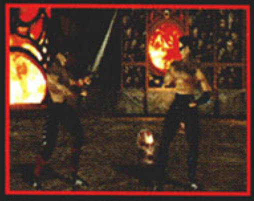
Jump in deep, tap HK

Tap (↗ HK)

Tap ←, (→ LK)

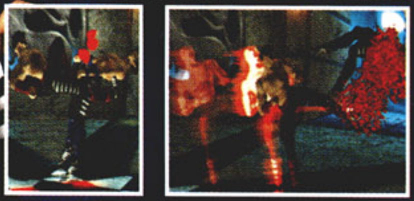
Weapon: Sword

Draw Weapon



Tap →, ↓, (→ LK)

Two-Hit Kick Combo 18% DAMAGE

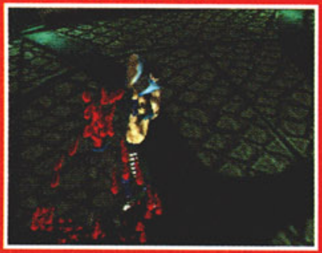


Jump in deep, tap HK

Tap ←, (→ LK)

Finishing Moves

Torso-Rip Fatality



When in close, tap →, ←, ↓, ↓, HK

Prison Stage Fatality

When in close, tap ↓, ↓, →, →, HK

Reptile

Special Moves

Acid Spit

Tap ↓, (→ HP)

Invisibility

Tap (BL HK)

Dash Punch

Tap ←, (→ LP)

Super Crawl

Tap ←, (→ LK)

Weapon: Battle-Axe

Draw Weapon

Tap ←, (← LK)

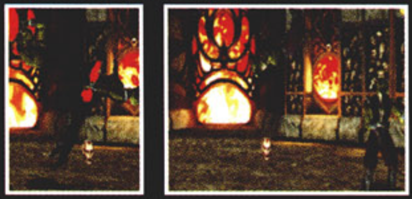
Axe Spin

Tap (← HP), hold HP

Note: Your weapon must be drawn to do this move.

Devastating Combos

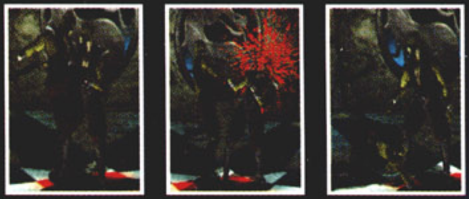
Two-Hit Dash Combo 18% DAMAGE



Jump in deep, tap HK

Tap ←, (→ LK)

Three-Hit Crawl Combo 25% DAMAGE

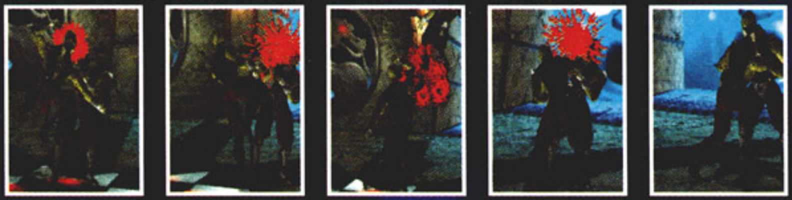


Tap HK

Tap HK

Tap ←, (→ LK)

Five-Hit Juggle Combo 37% DAMAGE



Jump in deep, tap HP

Tap HK

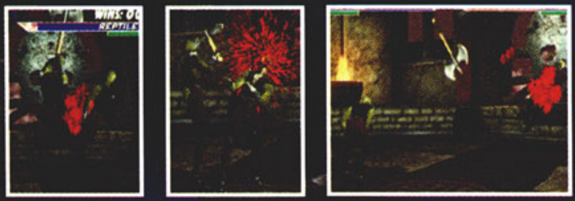
Tap (↓ HP)

Hold (RN →), tap HP

Tap ←, (→ LP)

Three-Hit Axe Fury Combo 21% DAMAGE

Note: Your weapon must be drawn to do this combo.



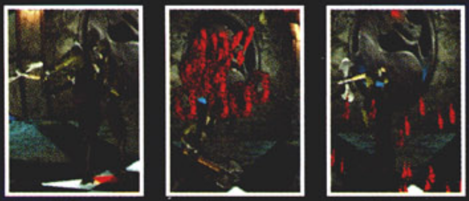
Jump in deep, tap HP

Tap HK

Tap ←, (← LK)

Three-Hit Weapon Combo 25% DAMAGE

Note: Your weapon must be drawn to do this combo.

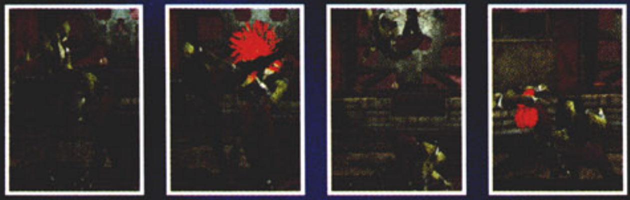


Tap HK

Tap LP

Tap HP

Four-Hit Kick-Crawl Combo 36% DAMAGE



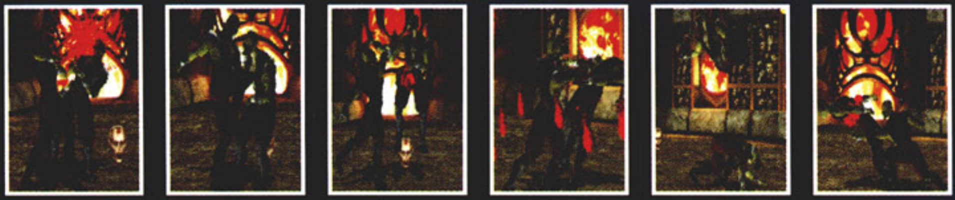
Tap HK

Tap HK

Tap ←, (→ LK)

Tap →, (← LP)

Six-Hit Crawling Punch Combo 34% DAMAGE



Tap HP

Tap HK

Tap (↓ HP)

Hold (RN →), tap HP

Tap ←, (→ LK)

Tap →, (← LP)

Finishing Moves

Face-Shred Fatality

Hold (HP LP HK LK), move in close, tap ↑

Prison Stage Fatality

When in close, tap ↓, →, (→ LP)

Quan Chi

Weapon: Kali Dagger

Special Moves

Skull Throw

Tap →, (→ LP)

Tap Dance

Tap →, (↓ LK)

Draw Weapon

Tap ↓, (← HK)

Steal Weapon

Tap →, (← HP)

Note: This move can be done only when an opponent has their weapon drawn.

Slide

Tap →, (→ HK)

Air Throw

While in the air with an opponent, tap BL

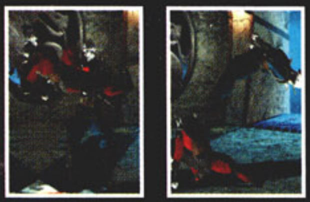
Finishing Move

Prison Stage Fatality

When in close, tap →, →, (↓ HP)

Devastating Combos

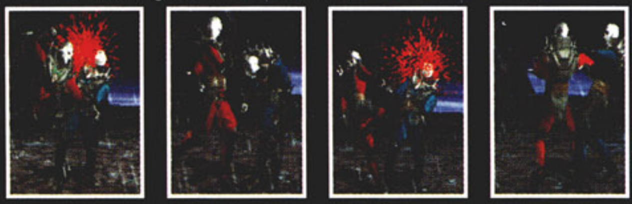
Two-Hit Combo #1 18% DAMAGE



Jump in deep, tap HK

Tap →, (→ HK)

Four-Hit Weapon-Finish Combo 29% DAMAGE



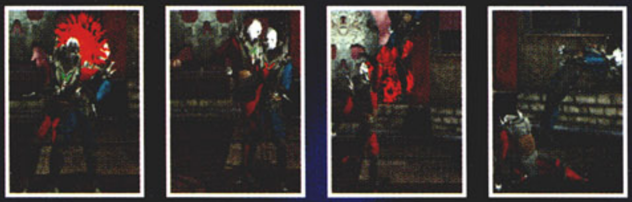
Jump in deep, tap HP

Tap HK

Tap HK

Tap ↓, (← HK)

Four-Hit Slide Combo 26% DAMAGE



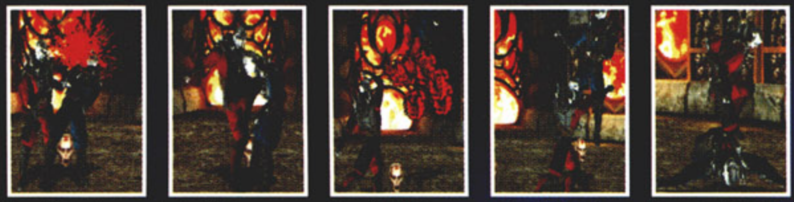
Tap HP

Tap HK

Tap (↓ HP)

Tap →, (→ HK)

Five-Hit Tap Dance Combo 35% DAMAGE



Tap HP

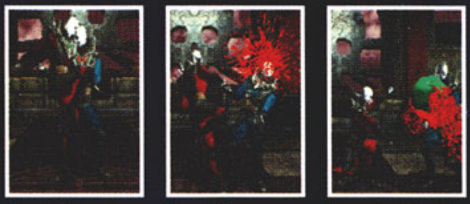
Tap HK

Tap (↓ HP)

Hold (RN →), tap HP

Tap →, (↓ LK)

Three-Hit Skull Combo 24% DAMAGE

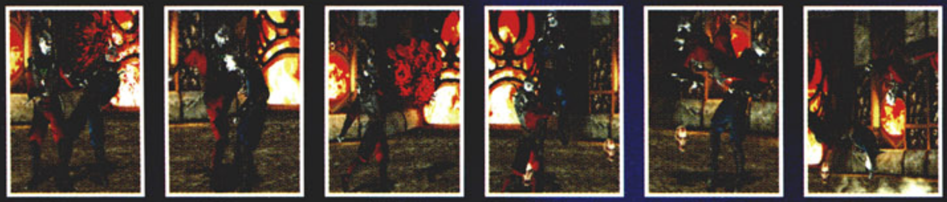


Tap HK

Tap HK

Tap →, (→ LP)

Six-Hit Slam Combo 39% DAMAGE



Tap HP

Tap HK

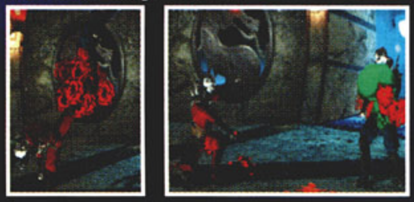
Tap (↓ HP)

Hold (RN →), tap HP

Tap (↗ HK)

Tap BL

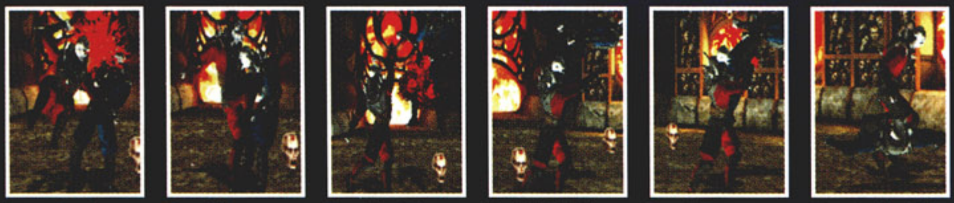
Two-Hit Easy Combo 18% DAMAGE



Tap (↓ HK)

Tap →, (→ LP)

Six-Hit Juggle Dance Combo 43% DAMAGE



Jump in deep, tap HP

Tap HK

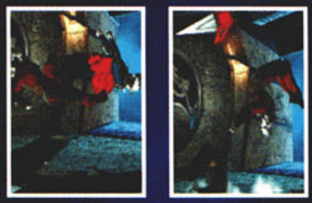
Tap (↓ HP)

Hold (RN →), tap HP

Tap HP

Tap →, (↓ LK)

Two-Hit Combo #2 20% DAMAGE



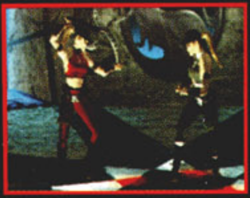
Jump in deep, tap HK

Tap ↗, BL

Sonya

Weapon: Blade Wheel

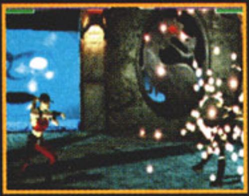
Draw Weapon



Tap →, (→ LK)

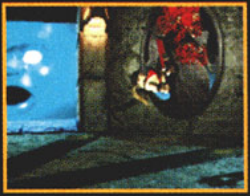
Special Moves

Fireball



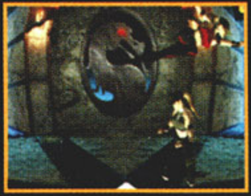
Tap ↓, (→ LP)

Upward Bicycle Kick



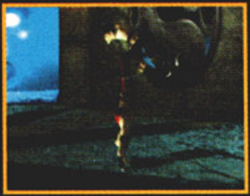
Tap ←, ←, (↓ HK)

Square Wave Punch



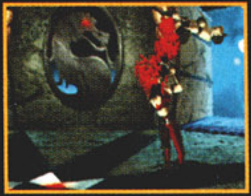
Tap →, (← HP)

Leg Throw



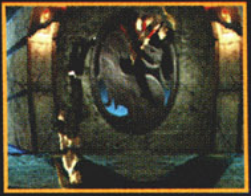
Hold ↓, tap (LP BL)

Cartwheel



Tap ←, ↓, (→ LK)

Air Throw



While in the air with an opponent, tap BL

Devastating Combos

Four-Hit Weapon-Finish Combo

29% DAMAGE

Tap HP

Tap HK

Tap HK

Tap →, (→ LK)

Finishing Moves

Slicing Kiss Fatality

From outside sweep distance, hold BL, tap ↓, ↓, ↓, (↑ RN)

Prison Stage Fatality

When in close, tap ↓, ↓, ←, ←, HK

Three-Hit Leg-Grab Combo

17% DAMAGE

Tap ←, ↓, (→ LK) for two hits

Hold ↓, tap (BL LP)

Five-Hit Square Wave Punch Combo

31% DAMAGE

Tap HK

Tap HK

Tap ←, ↓, (→ LK) for two hits

Tap →, (← HP)

Seven-Hit Juggle Fury Combo

47% DAMAGE

Tap HP

Tap HK

Tap (↓ HP)

Hold (RN →), tap HP

Tap HP

Tap ←, ↓, (→ LK) for two hits

Tap (↗ HK)

Three-Hit Fireball Combo

25% DAMAGE

Tap HK

Tap HK

Tap ↓, (→ LP)

Six-Hit Cartwheel-Kick Combo

32% DAMAGE

Tap HP

Tap HK

Tap HK

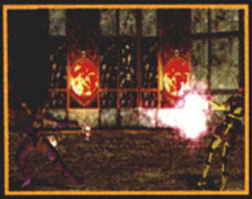
Tap ←, ↓, (→ LK) for two hits

Hold ↓, tap (BL LP)

Tanya

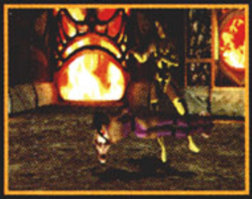
Special Moves

Fireball



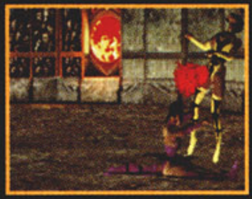
Tap ↓, (→ HP)

Spinning Kick



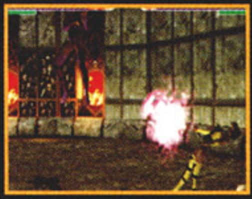
Tap →, (→ LK)

Split Kick



Tap →, ↓, (← LK)

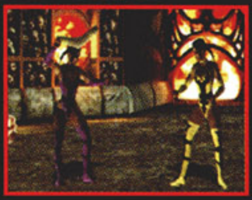
Downward Fireball



While in the air, tap ↓, (← LP)

Weapon: Boomerang

Draw Weapon



Tap →, (→ HK)

Note: Your weapon must be drawn to do the following moves.

Throw Boomerang (Long)

Tap (← LP)

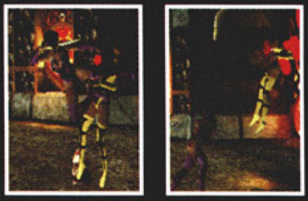
Throw Boomerang (Short)

Tap (→ LP)

Devastating Combos

Two-Hit Weapon Combo 25% DAMAGE

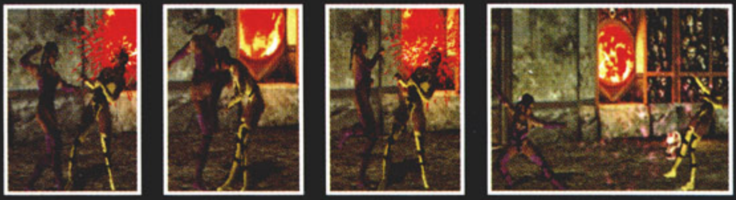
Note: Your weapon must be drawn to do this combo.



Jump in deep, tap HK

Tap LP

Four-Hit Fireball Combo 24% DAMAGE



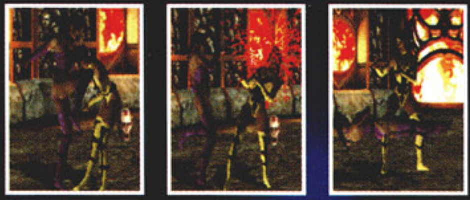
Tap HP

Tap HK

Tap HK

Tap ↓, (→ HP)

Three-Hit Kick Combo 25% DAMAGE

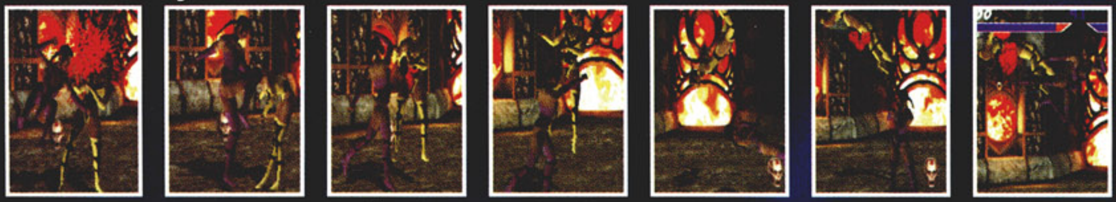


Tap HK

Tap HK

Tap →, (→ LK)

Seven-Hit "Tanya Terror" Combo 42% DAMAGE



Jump in deep, tap HP

Tap HK

Tap (↓ HP)

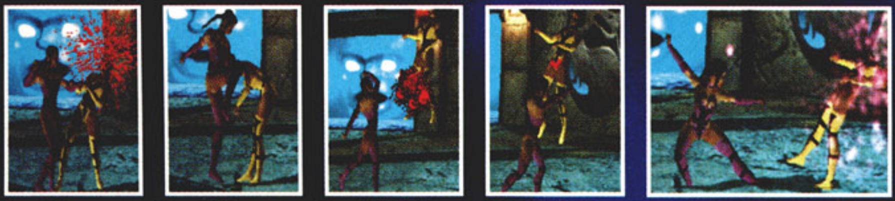
Hold (RN →), tap HP

Tap →, (→ LK)

Hold (RN ←), tap HP

Tap (↖ HK)

Five-Hit Uppercut Combo 28% DAMAGE



Tap HP

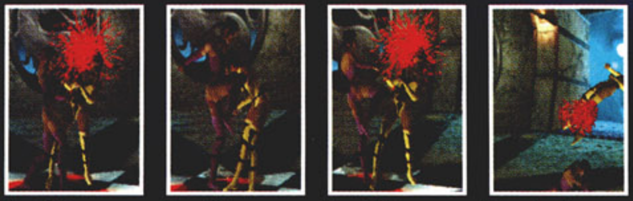
Tap HK

Tap (↓ HP)

Hold (RN →), tap HP

Tap ↓, (→ HP)

Five-Hit Corkscrew Combo 27% DAMAGE



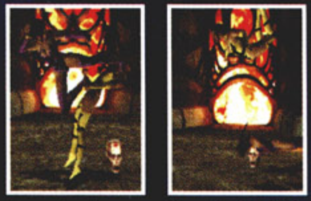
Tap HP

Tap HK

Tap HK

Tap →, ↓, (← LK) for two hits

Two-Hit Spin-Kick Combo 18% DAMAGE

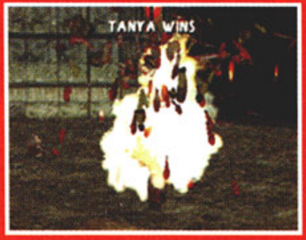


Jump in deep, tap HK

Tap →, (→ LK)

Finishing Move

Kiss Fatality



When in close, tap ↓, ↓, ↑, (↓ HP BL)

Raiden

Weapon: Mighty Mallet

Draw Weapon

Tap →, (← HP)

Special Moves

Lightning Bolt

Tap ↓, (← LP)

Teleport

Tap ↓, ↑

Torpedo Attack

Tap →, (→ LK)

Note: This move can be done in the air.

Finishing Move

Prison Stage Fatality

RAIDEN WINS
FATALITY

When in close, tap ↓, →, ←, BL

Devastating Combos

Two-Hit Kick Combo 20% DAMAGE

Jump in deep, tap HK, →, (→ LK)

Two-Hit Torpedo Combo 18% DAMAGE

Tap (↓ HK), →, (→ LK)

Four-Hit Lightning Combo 25% DAMAGE

Tap HP, HK, (↓ HP), ↓, (← LP)

Three-Hit Mallet Combo 27% DAMAGE

Note: Your weapon must be drawn to perform this combo.

Tap (← LP), (↗ HK), →, (→ LK)

Two-Hit Weapon Combo 25% DAMAGE

Note: Your weapon must be drawn to perform this combo.

Tap (← LP), →, (← HP)

Five-Hit Uppercut Combo 33% DAMAGE

Tap HP, HK, HK, (↓ HP), →, (→ LK)

Seven-Hit Torpedo Combo 45% DAMAGE

Jump in deep, tap HP, HK, (↓ HP), (RN →), HP, HP, (↗ HK), →, (→ LK)

Liu Kang

Weapon: Flamberge Sword

Draw Weapon

Tap ←, (→ LK)

Fast Slice

Rapidly tap HP

Note: Your weapon must be drawn to do this move.

Special Moves

Low Fireball

Tap →, (→ LP)

Flying Kick

Tap →, (→ HK)

Fireball

Tap →, (→ HP)

Note: This move can be done in the air.

Bicycle Kick

Charge LK five seconds, release LK

Devastating Combos

Two-Hit Kick Combo 20% DAMAGE

Jump in deep, tap HK, →, (→ HK)

Two-Hit Juggle Combo 20% DAMAGE

Note: This combo can be done in the air.

Jump in deep, tap HK, →, (→ HP)

Three-Hit Kick Combo 45% DAMAGE

Note: Your weapon must be drawn to do this combo.

Tap LP, HP, →, (→ HK)

Four-Hit Juggle Combo 25% DAMAGE

Tap HP, HK, (↓ HP), →, (→ HK)

Four-Hit Fireball Combo 32% DAMAGE

Jump in deep, tap HP, HK, HK, →, (→ LP)

Five-Hit Bicycle-Kick Combo 31% DAMAGE

Charge LK, tap HP, HK, (↓ HP), hold (RN →), tap HP, release, tap LK

Seven-Hit Fireball Juggle Combo 42% DAMAGE

Jump in deep, tap HP, HK, (↓ HP), hold (RN →), tap HP, HP, HK, →, (→ HP)

Finishing Moves

Prison Stage Fatality

When in close, tap →, →, ←, LP

Dragon Fatality

From outside sweep distance, tap →, →, →,(↓ BL LK HK)

Jax

Weapon: Spiked Club

Special Moves

Ground Wave

Tap →, →, (↓ LK)

Missile Attack

Tap ↓, (→ LP)

Dashing Punch

Tap ↓, (← LP)

Backbreaker

While in the air with an opponent, tap BL

Draw Weapon

Tap ↓, (→ HP)

Finishing Move

Prison Stage Fatality

When in close, tap →, →, (← LK)

Devastating Combos

Two-Hit Quick Punch Combo 20% DAMAGE

Jump in deep, tap HK, ↓, (← LP)

Four-Hit Punch Combo 26% DAMAGE

Tap HP, HK, (↓ HP), ↓, (← LP)

Four-Hit Club Combo 26% DAMAGE

Tap HP, HK, HK, ↓, (→ HP)

Four-Hit Missile Combo 29% DAMAGE

Tap HP, HK, HK, ↓, (→ LP)

Five-Hit Missile Combo 32% DAMAGE

Tap HP, HK, (↓ HP), hold (RN →), tap HP, ↓, (→ LP)

Six-Hit Juggle Combo 42% DAMAGE

Jump in deep, tap HP, HK, (↓ HP), hold (RN →), tap HP, tap (↗ HK), ↓, (← LP)

Fujin

Weapon: Crossbow

Draw Weapon

Tap ←, (← LP)

Note: Your weapon must be drawn to do the following moves:

Horizontal Shot

Tap LP

Vertical Ricochet

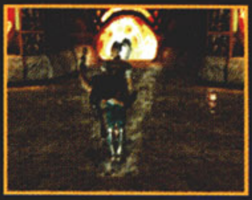
Tap HP

Ground Ricochet

Tap (← LP)

Special Moves

Whirlwind



Tap →, (↓ LP)

Levitate Opponent

Tap →, ↓, (→ HP)

Dive Kick

While in the air, tap (↓ LK)

Slam Opponent

After Levitate Opponent, tap ←, →, (↓ LK)

Flying Knee

Tap ↓, (→ HK)

Devastating Combos

Three-Hit Levitate-Kick Combo 16% DAMAGE

Jump in deep, tap HK, →, ↓, (→ HP), (↗ HK)

Three-Hit Levitate-Slam Combo 24% DAMAGE

Tap →, ↓, (→ HP), ←, →, (↓ LK), (↓ HP)

Three-Hit Flying-Knee Kick Combo 29% DAMAGE

Tap HK, HK, ↓, (→ HK)

Three-Hit Crossbow-Shot Combo 21% DAMAGE

Note: Your weapon must be drawn to do this combo.

Tap HK, HK, LP

Three-Hit Corner-Trap Kick Combo 32% DAMAGE

Note: Your opponent must be in the corner to do this combo.

While in the air, tap (↓ LK), (↓ LK), (↓ HP)

Four-Hit Diving-Kick Combo 26% DAMAGE

Tap HP, HK, (↓ HK), (↓ HP)

Five-Hit Flying-Knee Juggle Combo 29% DAMAGE

Jump in deep, tap HK, →, ↓, (→ HP), ←, →, (↓ LK), HP, ↓, (→ HK)

Five-Hit Uppercut Juggle Combo 41% DAMAGE

Jump in deep, tap HP, HK, (↓ HP), HK, ↓, (→ HK)

Finishing Moves

Whirlwind Fatality

From outside sweep distance, tap (RN BL), (RN BL), (RN BL), (RN BL)

Prison Stage Fatality

When in close, tap ↓, ↓, (↓ HK)

Kai

Weapon: Bladed Staff

Draw Weapon

Tap ↓, (← LP)

Finishing Move

Prison Stage Fatality
When in close, tap →, →, (↓ BL)

Devastating Combos

Two-Hit Uppercut Combo 18% DAMAGE
Tap →, (→ LP), (↓ HP)

Three-Hit Fireball Combo 24% DAMAGE
Tap →, (→ LP), HP, (↗ HK)

Three-Hit Weapon Combo 23% DAMAGE
Jump in deep, tap HP, HK, ↓, (← LP)

Four-Hit Weapon Combo 30% DAMAGE
Tap HP, HK, HK, ↓, (← LP)

Seven-Hit Air Punch Combo 38% DAMAGE
Tap HP, HK, (↓ HP), hold (→ RN), tap HP, HP, (↗ HK), ↓, (→ HP)

Eight-Hit Juggle Combo 44% DAMAGE
Tap HP, HK, (↓ HP), →, (→ LP), hold (→ RN), tap HP, HP, (↗ HK), ↓, (→ HP)

Special Moves

Hands Walk

Tap (BL LK)
Note: Tap BL to stand up again.

Hand Spin

During the Hands Walk, hold LP

Low Fireball

While in the air, tap →, (→ LP)

Leg Kick

During the Hands Walk, tap HK or LK

Air Punch

Tap ↓, (→ HP)

High Fireball

Tap ←, (← HP)

Jarek

Special Moves

Cannonball

Tap ←, (→ LK)

Body Slam

Tap ←, ↓, (← HK)

Triblade

Tap ↓, (← LP)

Upward Cannonball

Tap →, ↓, (→ HP)

Weapon: Scimitar

Draw Weapon

Tap →, (→ HP)

Finishing Move

Heart-Rip Fatality

When in close, tap →, ←, →, (→ LK)

Devastating Combos

Two-Hit Cannonball Combo 18% DAMAGE
Tap HK, ←, (→ LK)

Two-Hit Slam Combo 20% DAMAGE
Jump in deep, tap HK, ←, ↓, (← HK)

Three-Hit Kick Combo 26% DAMAGE
Tap HK, HK, ←, (→ LK)

Four-Hit Weapon Combo 35% DAMAGE
Note: Your weapon must be drawn to do this combo.
Tap HK, HP, LP, ←, (→ LK)

Four-Hit Triblade Combo 25% DAMAGE
Tap HP, HK, HK, ↓, (← LP)

Four-Hit Cannonball Combo 25% DAMAGE
Tap HP, HK, (↓ HP), →, ↓, (→ HP)

Six-Hit Juggle Combo 33% DAMAGE
Tap HP, HK, (↓ HP), hold (RN →), tap HP, HP, ←, (→ LK)

Six-Hit Body-Slam Combo 44% DAMAGE
Jump in deep, tap HP, HK, (↓ HP), hold (RN →), tap HP, HP, (↗ HK), ←, ↓, (← HK)

WIN IN "THE RACING WITH A VENGEANCE" SWEEPSTAKES!

RED ASPHALT™

Grand Prize (1) winner

- (1) Framed Red Asphalt Art signed by the developers, Team Rock-n-Roll
- (1) Red Asphalt for the Sony PlayStation™ with the manual signed by Team Rock-n-Roll
- (1) Sony PlayStation console
- (1) Sony Link Cable

First Prize (5) winners

- (1) Red Asphalt for the Sony PlayStation™
- (1) Red Asphalt Bumper Sticker

PlayStation
RED ASPHALT

Second Prize (10) winners

- (1) Red Asphalt Bumper Sticker
- (1) One-year subscription to GamePro magazine
- (1) *GamePro* T-shirt

1:06:39
NITRO 9
ARMOR
4\6
LAP 1

0:17:48
NITRO 40
ARMOR
4\6
LAP 1

7:49:18
NITRO 3
ARMOR
6\6
LAP 2

1:16:14
NITRO 8
ARMOR
6\6
LAP 1

To Enter

On 3x5 card, send your name, full address, age, and complete phone number with area code to:

The Racing with a Vengeance Sweepstakes
P.O. Box 5960
San Mateo, CA 94402

PlayStation

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GAMEPRO
THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

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Racing with a Vengeance Sweepstakes Official Rules and Regulations: No purchase necessary. One entry per person. Complete the entry blank found in the January 1998 issue of GamePro magazine and mail to: The Racing with a Vengeance Sweepstakes, PO Box 5960, San Mateo, CA 94402. Or, you can send us a 3x5 card with your name, full address, your age, and complete phone number with area code to the above address for official entry. All official entries must be received no later than February 20, 1998. All duplicate entries will be voided. GamePro Media Group and Interplay Productions assume no responsibility for late, misdirected, stolen, incomplete, postage due, or illegible entries. Void where prohibited. Awarding of Prizes: The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. Grand Prize: One (1) winner will receive: One (1) framed Red Asphalt art signed by the Development Team, $400.00 estimated retail value, One (1) Red Asphalt game manual signed by the Development Team, $75.00 estimated retail value, One (1) Red Asphalt PSX game, $60.00 estimated retail value, One (1) Sony PlayStation console, $149.00 estimated retail value, One (1) Sony Link Cable, $15.00 estimated retail value. First Prize: Five (5) winners will receive: One (1) Red Asphalt PSX game, $50 estimated retail value each, One (1) Red Asphalt Bumper Sticker, $2 estimated retail value each. Second Prize: Ten (10) winners will receive: One (1) Red Asphalt Bumper Sticker, $2 estimated retail value each, One (1) free one-year subscription to GamePro magazine, $19.97 estimated retail value each, One (1) free *GamePro* magazine T-shirt, $15.00 estimated retail value each. Winners will be determined on February 27, 1998 by GamePro Media Group. Winners of will be notified by phone and/or mail. Grand Prize winners will be required to reply within 5 days following initial notification. In the event of noncompliance within this time period, the grand prize will be forfeited and a new grand prize winner will be selected. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro Media Group and Interplay Productions without further compensation, except where prohibited by law. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will be announced in a future issue of *GamePro* magazine. Eligibility: Employees of GamePro Media Group and Interplay Productions and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. Liabilities: This promotion is operated by GamePro Media Group and Interplay Productions which is solely responsible for its conduct, completion and awarding of prizes. All decisions of GamePro Media Group and Interplay Productions on all matters relating to this promotion are final. GamePro Media Group and Interplay Productions assume no liabilities resulting from the use of this prize. Prize Restrictions: Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded by March 31, 1998. Eligible to residents of the United States only, except for Rhode Island, Hawaii, Alaska, and Puerto Rico. Unclaimed Prizes: If an individual winner does not claim their prize by April 30, 1998, the prize will be forfeited back to the perspective supplier. Prizes can not be claimed after the sweepstakes has been completed.

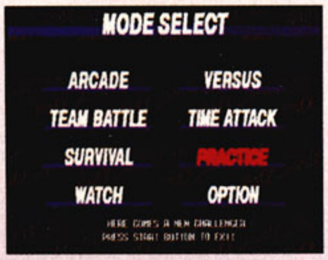
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

Street Fighter EX Plus

Hidden Fighters and Play with Cracker Jack's Aluminum Bat


MODE SELECT
ARCADE
VERSUS
TEAM BATTLE
TIME ATTACK
SURVIVAL
PRACTICE
WATCH
OPTION
HERE COMES A NEW CHALLENGER
PRESS START BUTTON TO EXIT

PLAYER SELECT
RYU
VS
CYCLOID-β

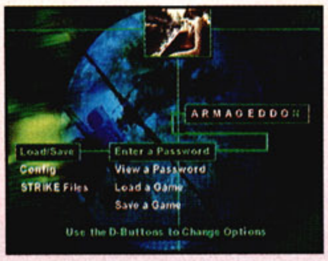
Hidden Fighters: Highlight Practice mode in the Options menu and **press Select, Up, Right, Down, Right, and Select.** If you entered the cheat correctly, the words "Here Comes a New Challenger" will appear at the bottom of the screen. Now you can play as Evil Ryu, Evil Hokuto, Cycloid Beta, and Cycloid Gamma in any game mode.

Play with Cracker Jack's Aluminum Bat: Select Cracker Jack, then immediately **simultaneously press and hold Up, □, ○, R1, and R2** until the fight starts. When the match begins, Cracker Jack fights with an aluminum bat.

PlayStation

Nuclear Strike

Passwords


ARMAGEDDON
Load/Save
Config
STRIKE Files
Enter a Password
View a Password
Load a Game
Save a Game
Use the D-Buttons to Change Options

Level 2–Islands: `Cutthroats`

Level 3–Peace: `Countdown`

Level 3–Peace (after nuclear blast): `Plutonium`

Level 4–DMZ: `Pusan`

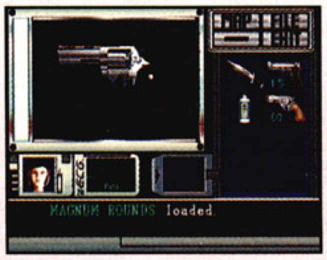
Level 5–Fortress: `Armageddon`

**These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*

PlayStation

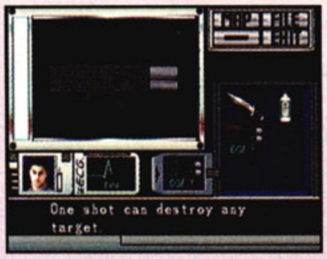
Resident Evil: Director's Cut

Start the Game with the Colt Python Pistol or the Rocket Launcher and Have Unlimited Ammo



MAGNUM ROUNDS loaded

Start the Game with the Colt Python Pistol and Unlimited Ammo: Finish the game as either Chris or Jill and save their STARS colleagues. In Chris's scenario, save Rebecca and Jill; in Jill's scenario, save Barry and Chris. Watch the ending, then save the data to a memory card. Start a new game using the saved data, and when you check the character inventory, you'll find a Colt Python with unlimited ammo.



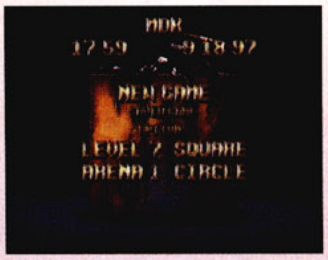
One shot can destroy any target.

Start the Game with the Rocket Launcher and Unlimited Ammo: Finish the game as Chris in under three hours, then save the data to a memory card. Start a new game using the saved data, then check Chris's inventory. You'll find a rocket launcher with unlimited ammo.

PlayStation

MDK*

Level Select


MDK
NEW GAME
LEVEL 2 SQUARE
ARENA 1 CIRCLE

At the title screen, **press Left, ○, △, Up, □** to make a level-select option appear.

GRADE this issue of GAMEPRO and be entered to win these AWESOME PRIZES!

FIRST PRIZE
(1) winner

$150
Gift Certificate for gaming merchandise of your choice!

SECOND PRIZES
(10) winners

Exclusive GamePro T-shirts!

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to GamePro by **January 31, 1998**. You'll be entered into a contest to win the prizes listed.

Name ______________________________ Age _____

Address ______________________________

City ______________________ State _________

Zip ______________ Phone ( ) ______________

1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful."

The Cover	All / Some / None	A B C D F
Head2Head: Letter from the GamePros	All / Some / None	A B C D F
The Mail	All / Some / None	A B C D F
Buyers Beware	All / Some / None	A B C D F
ProNews	All / Some / None	A B C D F
NetPro	All / Some / None	A B C D F
Interview with the Vampire Maker	All / Some / None	A B C D F
1997: The Year of Gaming Dangerously	All / Some / None	A B C D F
Spotlight on Road Rash 3D	All / Some / None	A B C D F
Overseas Prospects	All / Some / None	A B C D F
Sneak Previews	All / Some / None	A B C D F
PC GamePro	All / Some / None	A B C D F
Hot at the Arcades	All / Some / None	A B C D F
Nintendo 64 ProReviews	All / Some / None	A B C D F
PlayStation ProReviews	All / Some / None	A B C D F
Saturn ProReviews	All / Some / None	A B C D F
The 16-Bit Gamer's Survival Guide	All / Some / None	A B C D F
Sports Pages	All / Some / None	A B C D F
Role-Player's Realm	All / Some / None	A B C D F
MDK ProStrategy Guide	All / Some / None	A B C D F
The Fighter's Edge: Mortal Kombat 4	All / Some / None	A B C D F
SWATPro	All / Some / None	A B C D F

2. What game systems do you currently own?

- ☐ Game Boy
- ☐ Genesis
- ☐ Macintosh computer
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 95
  - ☐ Windows 3.1
  - ☐ CD-ROM
- ☐ PlayStation
- ☐ Saturn
- ☐ Super NES

3. Please indicate which of the following publications you purchase or read at least 6 times per year:

- ☐ Die Hard Game Fan
- ☐ Electronic Gaming Monthly
- ☐ Electronic Gaming Monthly 2
- ☐ GamePro
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ PlayStation Mag.
- ☐ Tips & Tricks
- ☐ Ultra Game Players
- ☐ PSX
- ☐ PS Extreme

4. Have you ever visited the GamePro Online Web site? (http://www.gamepro.com)

☐ Yes ☐ No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful". . . . . A B C D F

5. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

	Console Games	PC Games	Online Games	Arcade Games
Less than 1 hr	☐	☐	☐	☐
1–5 hrs	☐	☐	☐	☐
5–10 hrs	☐	☐	☐	☐
10–15 hrs	☐	☐	☐	☐
15–20 hrs	☐	☐	☐	☐
20 hrs or more	☐	☐	☐	☐

6. Would you like to see more editorial on:

Console games ☐ Yes ☐ No
PC games ☐ Yes ☐ No
Online games ☐ Yes ☐ No
Arcade games ☐ Yes ☐ No

7. How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other ______________

Tell us what you THINK!

HOW TO ENTER:
To be eligible to win, please mail, e-mail, or fax your completed survey (or a copy) to:

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P.O. Box 5959
San Mateo, CA 94402

E-mail:
comments.gamepro@gamepro.com

(Please enter "GamePro Survey" in the subject line.)

Fax: 650/349-7482

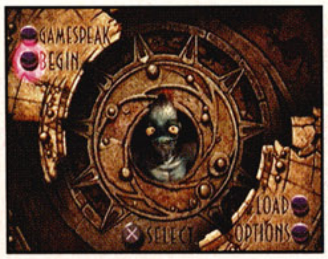
Or enter online:

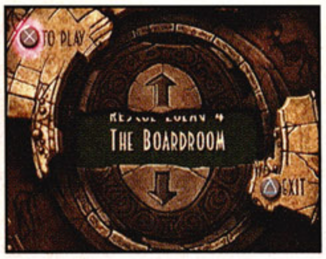
Online: www.gamepro.com

PlayStation

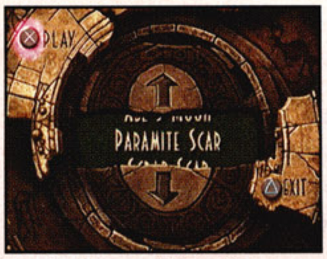
Oddworld: Abe's Oddysee

Level Select, Movie Player, Green Fart, and Voice Cheat


GAMESPEAK
BEGIN
SELECT
LOAD
OPTIONS


TO PLAY
RESCUE ZULAG 4
THE BOARDROOM
EXIT

Level Select: At the title screen where Abe says "hello," **press and hold R1, and press Down, Right, Left, Right, □, ○, □, △, ○, □, Right, Left.** If you entered the cheat correctly, Abe will say "okay" and a level-select option will appear.


PLAY
PARAMITE SCAR
EXIT

Movie Player: At the title screen where Abe says "hello," **press and hold R1, and press Up, Left, Right, □, ○, △, □, Right, Left, Up, Right.** If you did the cheat correctly, Abe will say "okay" and a movie player will appear.

ST THE SECURITY DOOR.
DIRECTORY

USE SNS TO TALK YOUR WAY
DIRECTORY

Green Fart: **Press and hold R1, and press Up, Left, Right, □, ○, ×** any time during gameplay. After you enter the code, Abe toots a green air mine each time he farts.

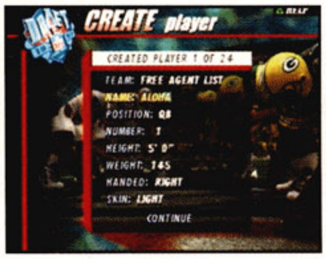
THE WISE WILL MIMIC FOR PASSAGE

Voice Cheat: **Press and hold R1, and press △, Up, ○, Left, ×, Down, □, Right** any time during gameplay. After you enter the code, Abe can solve voice puzzles with any single sound.

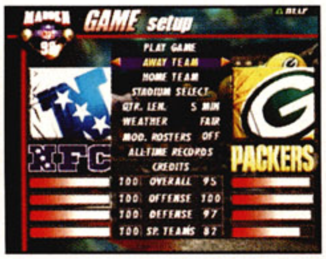
PlayStation

Madden NFL '98

Hidden Teams and Stadiums


CREATE player
DRAFT

CREATED PLAYER 1 OF 24
TEAM: FREE AGENT LIST
NAME: ALOHA
POSITION: QB
NUMBER: 1
HEIGHT: 5' 0"
WEIGHT: 145
HANDED: RIGHT
SKIN: LIGHT
CONTINUE


GAME setup
NFC
PACKERS

PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROSTERS OFF
ALL-TIME RECORDS
CREDITS
100 OVERALL 95
100 OFFENSE 100
100 DEFENSE 97
100 SP. TEAMS 87

Hidden Teams: At the Create Player screen, enter the following names to gain access to cool hidden teams:

EA Sports Team: `ORRS HEROES`

Tiburon Team: `LOIN CLOTH`

All-Time Leaders: `LEADERS`

All-Time All Madden: `COACH`

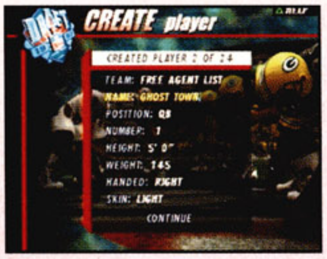
All '60s Team: `PAC ATTACK`

All '70s Team: `STEELCURTAIN`

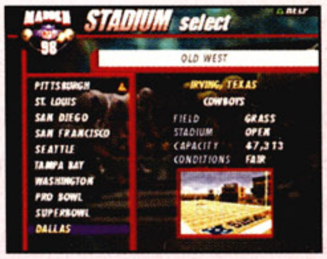
All '80s Team: `GOLD RUSH`

NFC Pro Bowl: `ALOHA`

AFC Pro Bowl: `LUAU`


CREATE player
DRAFT

CREATED PLAYER 2 OF 24
TEAM: FREE AGENT LIST
NAME: GHOST TOWN
POSITION: QB
NUMBER: 1
HEIGHT: 5' 0"
WEIGHT: 145
HANDED: RIGHT
SKIN: LIGHT
CONTINUE


STADIUM select
98

OLD WEST
PITTSBURGH
ST. LOUIS
SAN DIEGO
SAN FRANCISCO
SEATTLE
TAMPA BAY
WASHINGTON
PRO BOWL
SUPERBOWL
DALLAS
IRVING, TEXAS
COWBOYS
FIELD GRASS
STADIUM OPEN
CAPACITY 47,313
CONDITIONS FAIR

Hidden Stadiums: At the Create Player screen, enter the following names to access hidden stadiums. After entering the code, go to the Stadium Select screen and scroll down until you find the stadium.

Astrodome: `JETSONS`

Cleveland Municipal Stadium: `DAWGPOUND`

Oakland Coliseum: `SNAKE`

Tampa Bay Stadium: `BIG SOMBRERO`

Orange Bowl: `DANDAMAN`

RFK Stadium: `OLDDC`

Tiburon Stadium: `SHARKSFIN`

Old West: `GHOST TOWN`

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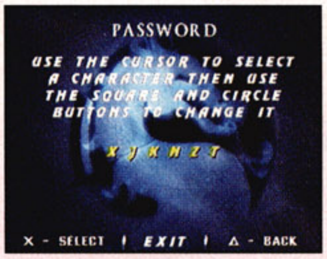
PlayStation

Mortal Kombat Mythologies: Sub-Zero

Passwords



PASSWORD

USE THE CURSOR TO SELECT A CHARACTER THEN USE THE SQUARE AND CIRCLE BUTTONS TO CHANGE IT

XJKNZT

Mission 2: `THWMSB`

Mission 3: `CNSZDG`

Mission 4: `ZVRKDM`

Mission 5: `JYPPHD`

Mission 6: `RGTKCS`

Mission 7: `QFTLWN`

Mission 8: `XJKNZT`

Saturn

Street Fighter Collection*

Play as Cammy in Street Fighter Alpha 2 Gold and Play as Akuma in Super Street Fighter II Turbo

COMPUTER SELECT
VS
CAMMY
CAMMY

COMPUTER
CAMMY
ROSE
5HIT

Play as Cammy in Street Fighter Alpha 2 Gold: Finish the game in Arcade mode as M. Bison on Level 4 difficulty or higher and with the highest score. Enter the initials `CAM` at the high-score screen and save the data. Load the saved data, then at the Player Select screen, put the cursor over M. Bison and **press Start twice.** Now you can play as Cammy from X-Men vs. Street Fighter.

Note: You can only play as Cammy in the Vs and Training modes.

RYU
PLAYER SELECT

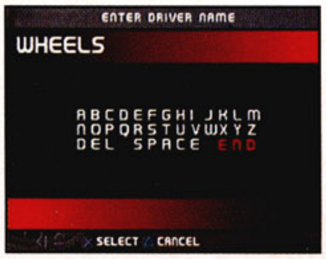
STAGE
MEXICO
PLAYER SELECT

Play as Akuma in Super Street Fighter II Turbo: At the Player Select screen, put the cursor over Ryu, then **simultaneously press L and R** to make Akuma appear.

PlayStation

CART World Series

Password Cheats



Enter the following passwords for these cheats at the Create Driver screen:

¾ Gravity: `FEATHER`

Half Gravity on Tracks: `FLOAT`

More Gravity on Tracks: `RADBRAD`

No Collision on Cars: `BANZAI`

Cars Have Only Wheels: `WHEELS`

Cars Have Fat Tires: `FAT TIRES`

Win Season: `WTFIN`

Invincible in Sim Mode: `IMMORTAL`

Race Two Laps in Season Mode: `GEK`

Sunset Tracks: `SUNNYSKY`

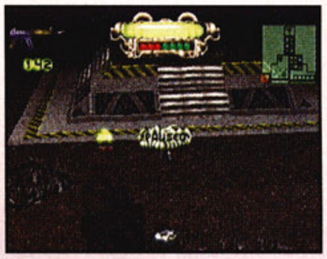
Night Tracks: `NIGHTRID`

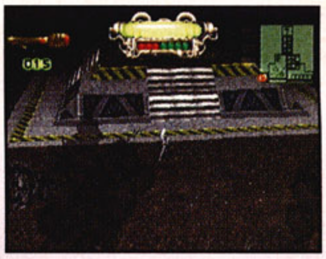
Space Tracks: `SPACERID`

PlayStation

Steel Harbinger

All Weapons, Full Ammo, and Full Health





Enter the following cheats while the game is paused.

Note: You can do these cheats a limited number of times.

All Weapons: **Press ×, △, R2, △, ×, L2, R2, Down, L2, □, Right.**

Full Ammo: **Press Left, Left, L1, R2, □, R1, Right, Right.**

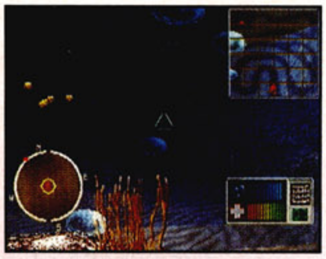
Full Health: **Press L2, L2, R2, R2, Up, L1, Up, R1.**

**These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*

PlayStation

Treasures of the Deep

Banana Bombs, Overhead View, and More



Enter the following cheats while the game is paused:

Banana Bombs: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, ×, Up, △, Down.**

No Currents: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, ×.**

Overhead Camera View: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, ×, □.**

Reveal the Entire Map: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, ×, ○, ×, □.**

Sharks Are Harder to Destroy: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1.**

Speed Up the Deep Rover: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2.**

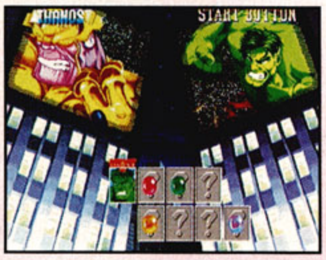
Turn Off All Cross Hairs: **Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ×, Up ,Down.**

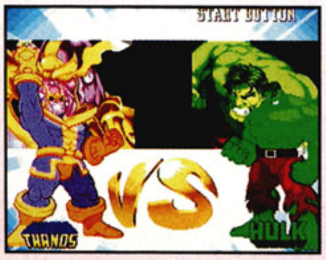
Justin Moomjian
Oyster Bay, NY

PlayStation

Marvel Super Heroes

Play as Thanos


THANOS
START BUTTON


START BUTTON
VS
THANOS
HULK

To play as Thanos, finish the game in any skill level (using as many continues as it takes), then save the data. At the Player Select screen, **quickly press Up.** Then **press and hold Up, and press and hold L1, △, and □ in this order.** Thanos's face should appear in the character window.

Note: The Short Cut mode must be off for this cheat to work.

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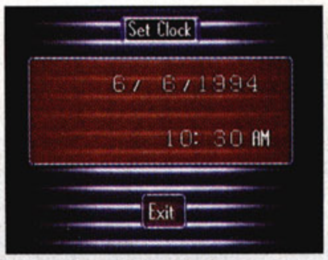
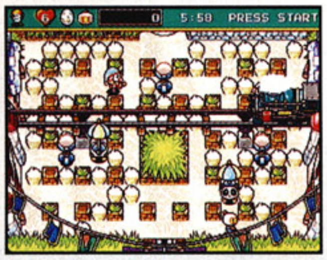
Saturn

Saturn Bomberman

Extra Lives, Various Cheats, and Extra Characters


Set Clock
6/ 6/1994
10: 30 AM
Exit


5:58 PRESS START

Extra Lives: Set the Saturn clock to 10:30 a.m. to start the game with six lives.

Various Cheats

Enter the following codes at the title screen:

All Weapons: **Simultaneously press and hold L, R, A, and Up-Left** on the control pad. A beep will sound if you entered the code correctly.

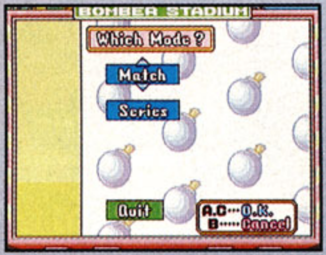
Skip to Stage 2: **Simultaneously press and hold L, R, B, and Up-Left** on the control pad.

Skip to Stage 3: **Simultaneously press and hold L, R, C, and Up-Right** on the control pad.

Skip to Stage 4: **Simultaneously press and hold L, R, X, and Up-Right** on the control pad.

Skip to Stage 5: **Simultaneously press and hold L, R, Y, and Up-Left** on the control pad.

Watch the Ending: At the title screen, **simultaneously press and hold L, R, Z, and Down.**


BOMBER STADIUM
Which Mode ?
Match
Series
Quit
A.C···O.K.
B·····Cancel

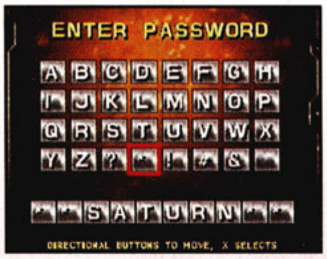
BOMBER STADIUM
Battle
Rules
Bombers
Team
Battle Start
Character select
1 PLAYER
MANTO

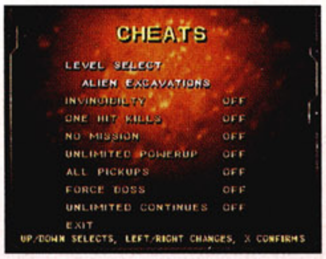
Extra Characters: Highlight the word "Match" in the Battle Game option, and **simultaneously press and hold L and R.** After you hear a beep, enter the Character Select screen to find different characters.

PlayStation

Machine Hunter

Cheats


ENTER PASSWORD
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z ?
SATURN
DIRECTIONAL BUTTONS TO MOVE, X SELECTS


CHEATS

LEVEL SELECT
ALIEN EXCAVATIONS
INVINCIBILTY OFF
ONE HIT KILLS OFF
NO MISSION OFF
UNLIMITED POWERUP OFF
ALL PICKUPS OFF
FORCE BOSS OFF
UNLIMITED CONTINUES OFF
EXIT
UP/DOWN SELECTS, LEFT/RIGHT CHANGES, X CONFIRMS

Enter the following passwords for these cheats:

Cheat Menu: `???HOST???`

Exit Is Always Open: `NO MISSION`

Invincibility: `INVINCIBLE`

One Shot Kills Any Enemy: `GRIMREAPER`

Player Has All Items Within a Mission: `LAZYPLAYER`

Player Has Unlimited Continues: `**URANUS**`

Show Game Credits: `SHOWCREDIT`

Watch the Final Cinema: `**SATURN**`

Watch the Old Opening Cinema: `SHOWDROIDS`

Weapon Upgrades Never Expire: `2UNLIMITED`

PlayStation

Street Fighter Collection*

Play as Akuma in Street Fighter II Turbo

Ryu
1P
PLAYER SELECT

PRESS START
1P
PLAYER SELECT

At the Player Select screen, put the cursor over Ryu, then **simultaneously press L1 and R1** to make Akuma appear. Now you can play as Akuma.

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**These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*

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Nintendo 64

1. Diddy Kong Racing
2. Madden 64
3. NFL Quarterback Club '98
4. San Francisco Rush Extreme
5. WCW vs. NWO World Tour
6. Mortal Kombat Mythologies: Sub-Zero
7. Duke Nukem 64
8. Top Gear Rally
9. Bomberman 64
10. MRC Multi Racing Championship
11. Extreme G
12. Clayfighter 63⅓
13. Mace: The Dark Age
14. Automobili 4-1Lamborghini
15. F-1 Pole Position
16. Wayne Gretzky's 3D Hockey '98
17. Aerofighters Assault
18. Mischief Makers
19. Wheel of Fortune
20. Jeopardy!

PlayStation

1. Crash Bandicoot 2: Cortex Strikes Back
2. Tomb Raider 2
3. Jet Moto 2
4. Need for Speed V-Rally
5. NBA Live '98
6. Final Fantasy VII
7. Madden NFL '98
8. NFL GameDay '98
9. Cool Boarders 2
10. Test Drive 4
11. Mortal Kombat Mythologies: Sub-Zero
12. Moto Racer
13. Duke Nukem: Total Meltdown
14. MDK
15. Critical Depth
16. Courier Crisis
17. Star Wars: Masters of Teräs Käsi
18. TNN Motorsports Hardcore 2
19. Fighting Force
20. Resident Evil: Director's Cut

The Rookie's Can't Miss List

1. NHL '98 *PlayStation*
2. GoldenEye 007 *Nintendo 64*
3. Star Wars: Masters of Teräs Käsi *PlayStation*
4. Madden 64 *Nintendo 64*
5. Tomb Raider 2 *PlayStation*
6. Castlevania: Symphony of the Night *PlayStation*
7. NFL GameDay '98 *PlayStation*
8. Wayne Gretzky's 3D Hockey '98 *PlayStation*
9. NBA Live '98 *PlayStation*
10. Mega Man X^4 *PlayStation*

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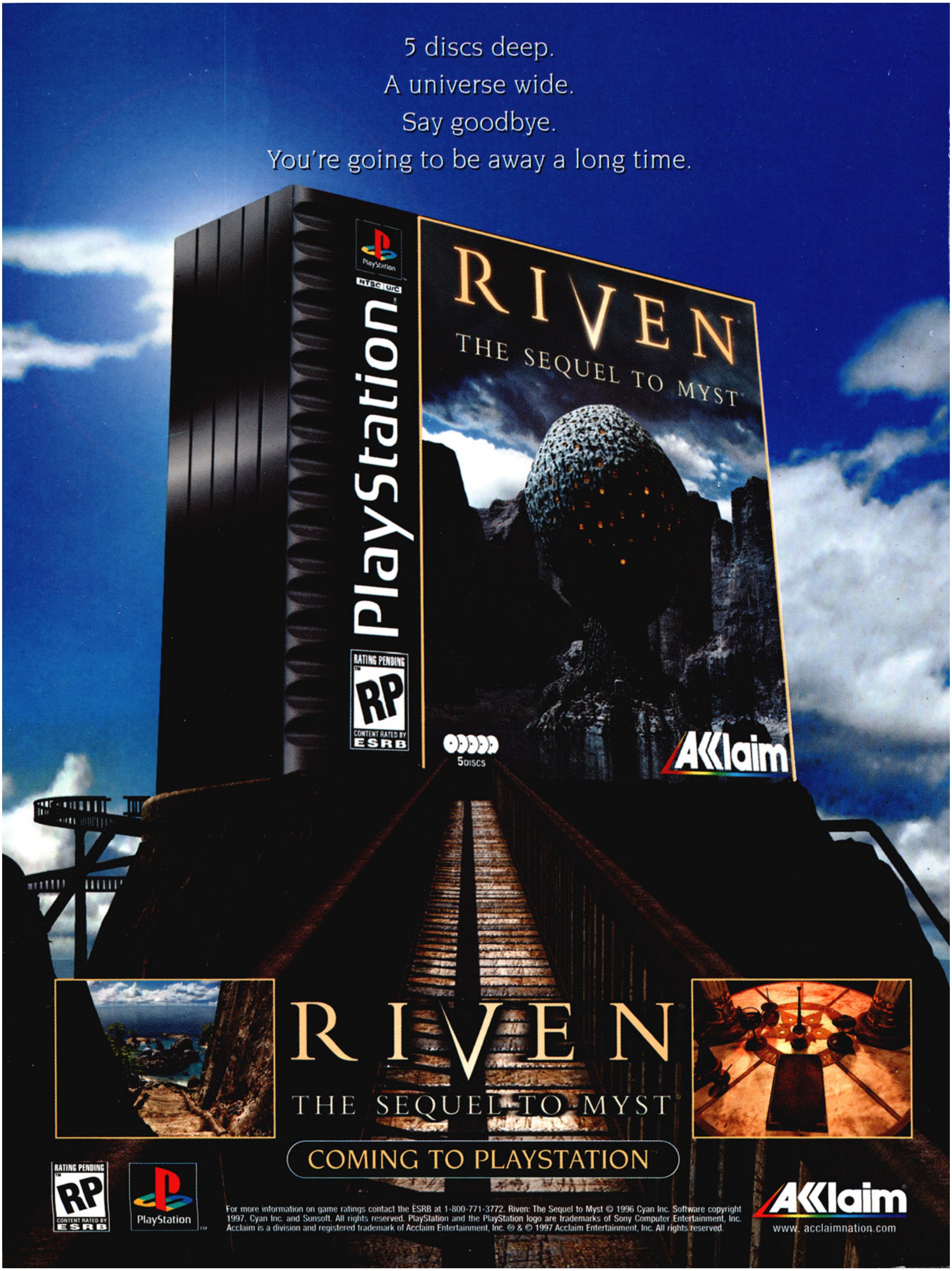
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